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# STATION

...the most revered PlayStation magazine in the world!

THIS MONTH'S DEMOS: AKUJI THE HEART[illegible]S • TOCA 2 • F1 '98
MUSIC • BRIAN L[illegible]RICKET • THE UNHOLY WAR

UK EXCLUSIVE!

# QUAKE II

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AKUJI THE HEARTLESS
TOMB RAIDER III
KNOCKOUT KINGS
KENSEI: SACRED FIST
BUSHIDO BLADE 2
ALL STAR TENNIS '99
DEVIL DICE
MICHAEL OWEN'S WLS '99
RIVAL SCHOOLS
and much more

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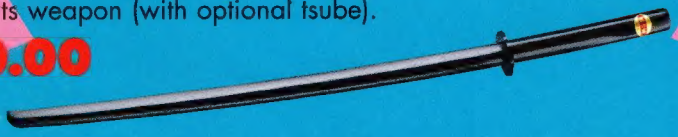

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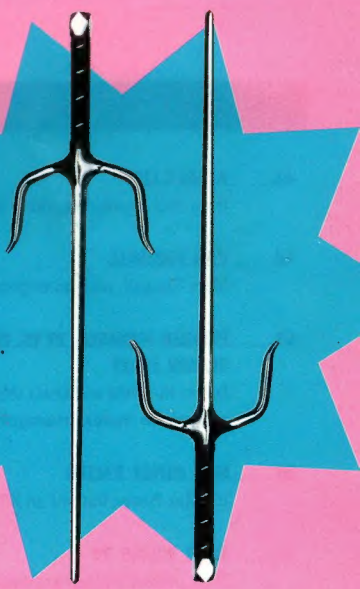

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Fail, and you might be off games for a while. 短刀斧 ヌンチャク

RIVAL SCHOOLS UNITED BY FATE

PlayStation

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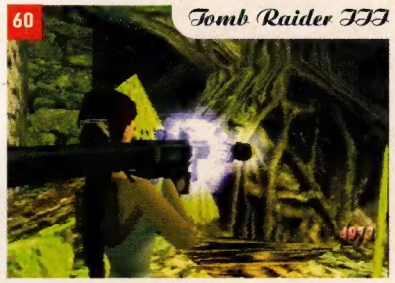


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# Welcome to a whole new year...

## CAN YOU HANDLE ANOTHER YEAR?

At this time of the year, people are making all sorts of stupid resolutions. Ours however is not so stupid, we're committed to making STATION not only the best magazine around, but we also want to bring you the best and greatest demos. And without wishing to blow our own trumpet, we're quite pleased with the selection we've got for you this month.

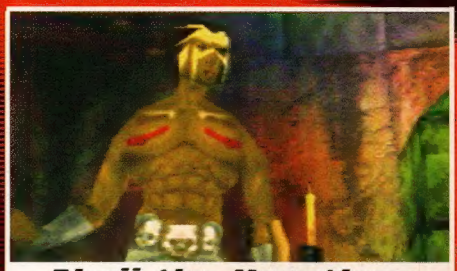
To start we've got adrenaline pumping action with *Akuji The Heartless* and *TOCA 2*, then you can take a break with the sedate rolling demo of *Brian Lara Cricket* and the musical musings of *Music*, before you get all mental again and enjoy the likes of *Formula 1 '98* and *The Unholy War*.

We're sure that's enough to be getting on with, but there's one more thing. Don't forget to party like it's 1999.

STATION 4

Brian Lara Cricket

The Unholy War



Akuji the Heartless

Formula 1 '98

TOCA 2

Music

# DISC BREAKDOWN

## Akuji the Heartless EXCLUSIVE!

We've got one whole level from the game here, and some very tricky puzzles to work out. The level is filled with various demon scum out on a day trip from Limbo, so use your sword for close-up attacks. If you don't want to get messy then use your magic. We recommend that you get used to switching the camera angles using the L and R 1 buttons because when things get a bit hectic this can come in really handy.

## Formula 1 '98

In the real world of Formula 1, it's all about McLaren and Ferrari, so in this demo that's all you get to choose from. You can choose the driver you want from both teams though, so you won't get stuck with Mr Schumacher. Don't worry about any set-ups or potential damage to your car in this arcade section of the game, because this is all about speed and getting ahead of the other drivers. Heck, even the gears are automatic, so it's just finger-on-button and away we go. Oh,and you will have to slow down to take the corners, some of which are tricky on this Canadian circuit.

## TOCA 2

You've got two laps of the famous Silverstone circuit to complete, in either a Honda Accord or Van Diemen Formula Ford racing car. As with racing for real at Silverstone, the weather in this demo changes every time you play it. If it's dry make sure you've got the right tyres on, but also maybe try changing the settings on your brake bias and suspension to see if that helps your driving style. It will. It's going to take you a bit of time before you can start competing with the big boys, and more than likely, even longer before you finish in the coveted No. 1 spot. Try and prove us wrong.

## Music

Packed into this little demo is a great introduction to the world of Music. There's an active editor to play around with so that you can pick basslines or riffs and place them into the tune. There are sixteen bars of music and sixteen channels that you can put different sounds into. The riff editor is restricted to House music in this demo, but you can see what other sounds are available and the effects you can add to them. You can change the bpm to suit you style though, which should be more than enough to flex your musical muscles and show you what a great piece of software this is.

And if you're still not convinced then check out the tunes from Cold Storage (a computer music blokey) in the load and save options, then see if you can do as well.

## The Unholy War

An eccentric 3D combat game this one. There are four different levels in the game, but you've only got the Desert level to play with here. There are four character to choose from, Killcycle, Razorfane, Prana and Brontu, out of the 14 that will appear in the final game.

There's very little strategy or complex instruction here, just kick the hell out of your opponent, and when you've had enough of the CPU, invite a mate along for a beating. The only thing to watch out for is your energy level as it directly effects what attacks you can use.

## Brian Lara Cricket

For those of us who've never even considered the possiblilty of a cricket game, let alone it's actual existence, here's a pumped-up TV advert-style rolling demo of the action and fun involved with one of the world's oldest sports. It's possibly the only time that you'll ever enjoy sitting back and watching cricket.

Turn to page 128 to find out how to get the most out of your exclusive cover CD.

You're **AGGRESSIVE**, destructive, **INSENSITIVE** and overly competitive. You're a bad **LOSER** and you're **RUTHLESS**. You don't even care who you wipe out in pursuit of your own agenda. Your habits are **DISGUSTING** and your **ADDICTIVE** nature is **APPALLING**. In fact, you're a **BASTARD** who just never knows when to **QUIT**.

# YOU'RE PERFECT!

DODGEM arena

"Dodgem Arena is shaping up to be an addictive high-octane pulse-racer." Play Magazine

"Pretty and fast...has plenty under it's belt to nourish the harder-core kind of gamer." Total PlayStation

"Very clever, simple, ultimately addictive and fun. If you can't have even a little bit of fun you're either dead or couldn't organise a piss-up in a brewery." 85% extreme PlayStation

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Project Two Interactive

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# A NEW YEAR'S REVOLUTION!

**A new year always brings change, and that's no exception here at STATION.** After a long hard slog against all the odds to get STATION onto the shelves, we say a sad farewell to Dave, Saul and James – the launch team. Dave is now publisher of all the Rapide console mags, and as such he will still have his 'Firestarter' page within STATION; stirring up trouble within the industry and getting you, the readers, to express your opinions on the subjects that he raises. Saul has stormed his way over to one of our sister PlayStation mags, PlayStation Solutions, as editor, and will keep this already top selling title in its prime. James is now Reviews Editor for our other PlayStation big seller, Total PlayStation; where he will secure exclusives for, without a doubt, the finest unofficial PlayStation mag (without a demo disc) on the shelves.

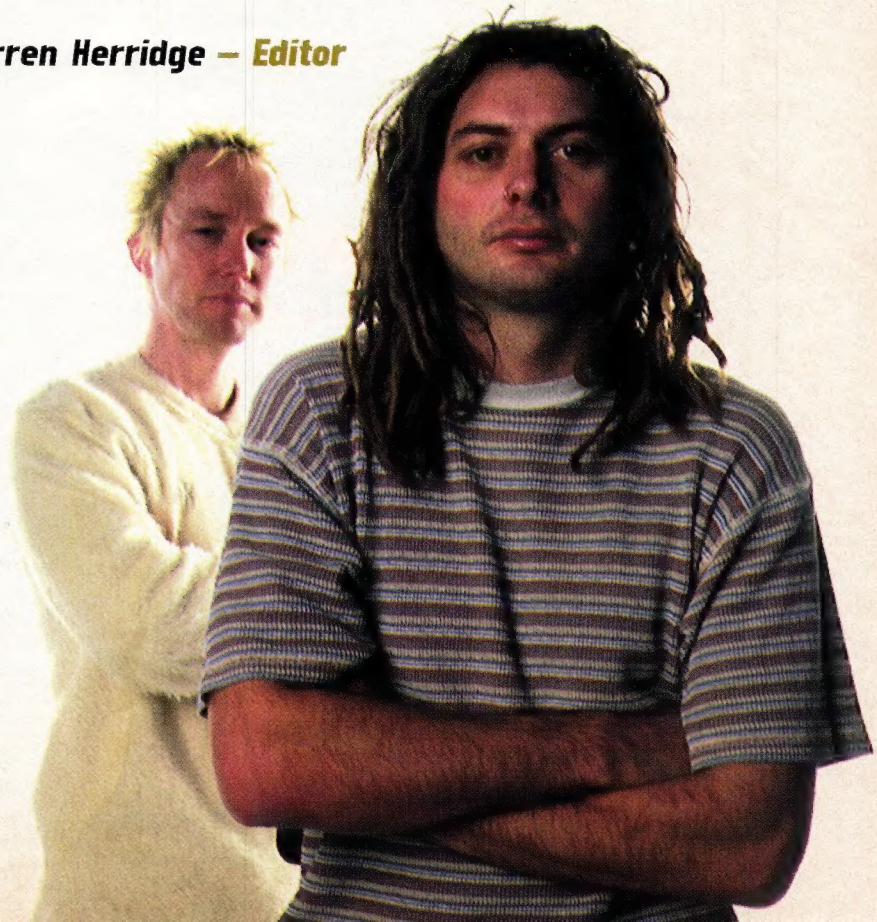
New kids on the block include: myself; Richie; Paul and Adam, a team dedicated to taking STATION to an even a higher plane. 1999 will see STATION securing exclusive demos of every big title hitting our shores, and with other exciting promotions packaged both with the magazine and on the disc at regular intervals, STATION will become the obvious people's choice.

This issue's demo disc includes five titles from two of the most on-form companies actively developing for the PlayStation at this point in time. Yankee based Crystal Dynamics, recently purchased by Britain's Eidos Interactive, has supplied us with code to both *Akuji the Heartless* and *The Unholy War* – two original and dynamic titles. Codemasters, again based in Britain, has been producing unique software for a long time. And with games such as *TOCA 2*, *Music* and *Brian Lara's Cricket* disappearing off the shelves of videogames stores round the country, their crown as the 'freshest' developer around seems to be secure. Again, all three titles are included on the disc.

As with many impending issues of STATION, this awesome package includes a promotion in the form of a book. This is dedicated to all things PlayStation; it's taken an age to put together, but we feel that this is the most comprehensive book you'll find on the subject. And if you hadn't noticed, the back of the board that houses the mag, disc and book sports a Lara Croft 1999 Year Planner. Simply the finest PlayStation package available!

Next issue will see reviews of two of Sony's biggest blockbuster titles of 1999, as *Ridge Racer 4* and *Final Fantasy VIII* both go under STATION's Played and Rated microscope. We'll also be covering another Sony biggy, the sequel to the PlayStation's biggest selling title, *GT 2*, in Unfinished Business. And with a fistful of demos as well, February's STATION will without doubt be taking be finding its way into your magazine collection.

**Darren Herridge – Editor**



# Quake

Freed from the nerdy confines of the PC, Quake II is limbering up for its devilish attack on the PlayStation, courtesy of UK developers HammerHead. We speak to them exclusively and look at the history of *Quake* in order to find out whether this will be the definitive shoot 'em-up.

*Quake* is a gaming phenomenon, it's as simple as that. Literally millions of people have played the game across via internet and LAN, blasting strangers from across the globe into oblivion with a nail gun. The potential for PlayStation Quake II to bring the deathmatch excitement of the PC game into gamers' front rooms, and equip it with a 25" TV and massive speakers, is a salivating prospect.

To explain the appeal of *Quake* to people who haven't played it before is a difficult task. This is partly because of the scale of its notoriety – most people *have* played it before; it's partly because it remains the benchmark for the genre; and it's partly due to the fact that it took multiplayer gaming from the domain of bored computer science students and introduced it to the cyber cafe and internet. Mainly, however, it's difficult to describe *Quake* because the concept itself sounds like an unabridged satanic gorefest of guns and limbs. In its simplest form, *Quake* was a natural progression of the *Doom* series, produced by id Software. Like *Doom*, it's a first person shoot 'em-up set in huge dungeons filled with hideously mutated humans and demonic creatures, who stalk the corridors with the sole intention of making life difficult.

The team's initial plan was to create an updated and superior game to *Doom*. In order to do this, however, id had to wait for PC technology to catch up with their game plans. Consequently it took a

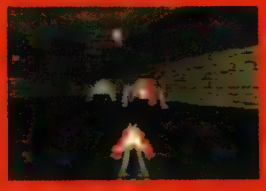
"IT IS DIFFICULT TO DESCRIBE QUAKE TO THE NEWCOMER, BECAUSE THE CONCEPT SOUNDS LIKE AN UNABRIDGED SATANIC GOREFEST OF GUNS AND LIMBS."

# TEN OF THE BEAST

Over the course of the last few years, there has been a bunch of very playable 3D blasters that have led to Quake II. STATION has collected the best and laid them out in handy top ten format, showing their relation and influence to Quake II.

## FINAL DOOM

The *Doom* sequel increased the game difficulty to frightening levels, and was a game purely for the expert player. The game engine wasn't significantly changed from the original PlayStation *Doom*, but it was more playable and fans of the PC version could feel at home as it was possible to connect the PlayStation mouse for quick turn shots. *Doom* is id's progression from their PC game *Wolfenstein 3D* and their natural prelude to *Quake*.

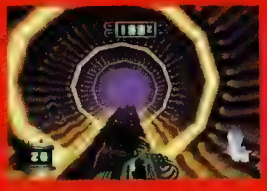


## EXHUMED

An Egyptian shoot 'em-up which let you roam a proper 3D environment, but the enemies remained 2D. The impressive visuals blended *Tomb Raider* style scenes with some underwater combat similar to PC games of the time. Heavily puzzle based, the game is more of an adventure than an all out shoot 'em-up. Camels and a selection of pig ugly enemies make up a title that would have made a good tie in for the film *Stargate*...

## DISRUPTOR

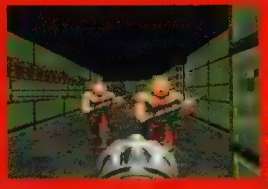
Full 3D environments in a futuristic sci-fi setting was the basic premise for this polished blaster. Vastly superior to Psygnosis' *Lifeforce Tenka*, the meaty weapons and highly addictive gameplay caused a bit of stir when it was released quite unexpectedly. Voice samples and intelligent enemies who would start yelling when they spotted you made the whole affair a more convincing exercise of hide and sneak.



## DOOM

The PlayStation conversion of Doom was enhanced with lightning fast 3D and a chilling sound track complete with the sound of crying infants. The control system was ideal for the PlayStation joypad, as the shoulder buttons could be used to strafe accross the screen. The link up option could last for aeons.

We can only hope that *Quake II* encompasses the same quality and effort devoted to this game.



## ALIEN TRILOGY

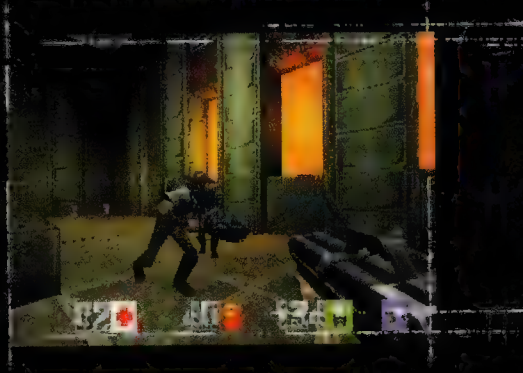
A dark and atmospheric shoot 'em-up which copes well with taking on the mood and history of the films, although the Aliens look like gibbering invertebrates on high strength cider. This was the first movie tie in on the PlayStation that opted to take the *Doom* route, something that Rare later did for the N64's *Goldeneye*. The game felt much more claustrophobic than the open plan gunfest of *Doom*, although the armed marines were a familiar sight.

pretty hefty Pentium machine in 1996 to power the fully texture mapped dungeons of *Quake*.

Since then both the Saturn and N64 have had versions of the original *Quake*. The PlayStation release was held back and delayed though, and as a result will be the first console version of Quake II. The most obvious improvements in Quake II are that everything looks very real and the enemies have a much higher degree of artificial intelligence. Throw an explosive device towards a marine in Quake II, and if he's seen you, he'll dodge the attack or even repel the bomb. The PlayStation version promises similar levels of AI, but is geared towards the console gamer. Therefore the Dual Shock compatibility will mean that as well as shaking in response to explosions, the gameplay will be a lot slicker than *Doom*, giving the player control over the in game camera and the ability to accelerate gradually into a run. The conversion has arrived at the feet of developer HammerHead after tracing a somewhat tortuous route around different software houses, beginning with publisher GT and developer Aardvark. The reasons or politics behind this shifting responsibility for the game are unclear, although the difficulties involved were hinted at by Lobotomy, makers of *Doom* clone *Exhumed*, when they went on record as saying that a PlayStation version of *Quake* just wasn't feasible, then proceeded to covert the game to the Saturn. Obviously, the PlayStation's might over the Saturn in terms of polygon production makes rubbish of such talk. The game engine of *Exhumed* should have been easily adaptable for *Quake*, but we're confident that HammerHead will be able to produce the goods when Quake II finally arrives.

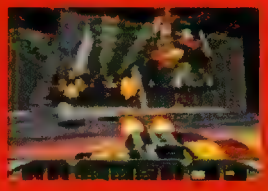
## If they move, Kill em

The plot of Quake II is an amazingly simple one – you must infiltrate an alien planet and fight your way back out. Creators id clearly don't give a toss for inclusion of a deep and credible plot line, preferring to concentrate on the bare bones, if you'll excuse the pun, of the basic gameplay. And why not? The weapons on offer vary from the traditional chain and shot



### DUKE NUKEM

"Let's kick ass and chew some gum" as the Dukester would say, followed by a string of movie cliches and some heavy blasting. Duke Nukem is the stereotypical all-American hardman, looking like the inbred descendent of both Arnie and Stallone. The most controversial of the games in this top ten, the vigilante-based society included strip joints, topless women and pigs in police uniforms.



### DUKE NUKE TTK

The third person sequel to *Duke Nukem*, made primarily to establish Nukem as a Lara Croft style personality. Duke travels through time from the wild west to the present day and shows how a character can outgrow the *Doom* clone by switching genres. We reckon a meeting between Duke and Lara could be quite spectacular, and the movie rights have allegedly been signed up by a small video company in Sweden.

### LIFEFORCE TENKA

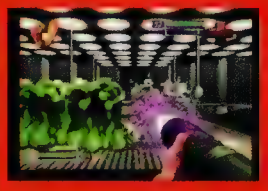
Spurred on by the success of *Doom* clones, this average shoot 'em-up bore a resemblance to *Disruptor*, but the gaudy colour schemes and frustrating circumstances of death spoiled the title. Bombs which weren't clearly visible would explode when you shot them, killing you instantly. A bit of a cash in we reckon, and, given Psygnosis' present behaviour, that's no great surprise is it?

### HEXEN

It was a good idea in theory – take the *Doom* engine and add RPG elements so the whole game felt like an ancient adventure with cross bows and staffs rather than pulse rifles and bouncing bombs. It worked on the PC, where the anoraky network-freak audience embraced it like the love child of Gandalf and *Doom*, but the PlayStation conversion was sloppy and didn't capture consolers' imagination. Nevermind.

### POéd

The title is American slang for 'pissed off', and didn't really inspire high hopes for this disgustingly programmed commercial pile of rancid shit, which is a good job. Run around hitting people with everything from saucepans to crow bars like an angry Steven Segal. How we laughed, and then worried about the sanity of someone who had just spent £40 on a sub standard novelty *Doom* game.



guns, to the evil nail gun which fires nine inch ammunition. The standalone weapon that you're given when out of ammo is a bloodied axe, which is worth sweet FA when staring out Satan's own wolfpack or bulbous marines decked out with chest mounted cannon. Strafing swiftly across the screen between points of cover is elevated to an art form during the more heated moments of Quake II, especially when attempting to shoot some swift enemies miles away, all fully tooled up and returning barrel-loads of flak.

The true 3D of the game combined with outstanding graphics means that the reaction of assailants depends very much upon where you actually hit them. A shot the arm won't halt the progress of a marine but a leg shot or devious bullet in the bollocks will knock the poor soul off of his feet. Wise to the graphical excesses favoured by today's gamer, the limbs of each enemy fly off like chunks of meat from a slaughter house and don't be surprised to see a disembodied dead head smiling back at you from a pit.

In order to make this a more unique game within its own right, HammerHead have introduced new enemy characters especially for the PlayStation. Created independently of id, the new antagonists include Strider, a human cyborg touting more military hardware than the Warsaw Pact. Quite why he earns the 'human' bit is difficult to work out, as he bears more resemblance to a *Crimewatch* armistice photo than any actual person I know of. Strider is joined by the imaginatively titled Arachner, a – wait for it – spider like being, again sporting the latest in torso mounted sidearms. Don't wait for the solutions magazine to tell you he's best tackled from a distance.

id of course have a creative veto over these additions to their universe, but from what we've already seen the well lit environments and new inventiveness of the enemies mean that the PlayStation Quake world will be one every gamer should foray into. As soon as it is ready for public consumption, STATION will be the first UK magazine to offer you rolling demos of the conversion, expect it soon.

**Since 1991 Texan developers id have released a number of games based around the concept of original Nazi shoot 'em-up *Wolfenstein 3D*. In 1996, strengthened by the global sucess of *Doom*, *Quake* was released and signalled a new era for network videogames. The awe inspiring 3D and classic gameplay established *Quake* as the best PC game in the history of the world. Ever. Perhaps the most respected PC developer id is only eight years old...**

# Quaker Makers

**Since April 1998, the PlayStation version of Quake II has been handled by HammerHead, an English development team. We spoke to them to see just what we could expect in the final game and hunt out any secrets they might be inclined to let slip to STATION. Producer Mike Follin had the answers...**

STATION: HOW DIFFICULT IS IT TO RECREATE THE DETAILED PC GAME ON THE PLAYSTATION AND WHAT PROBLEMS HAVE YOU COME UP AGAINST?

MF: Memory usage is always the biggest problem on the PlayStation, and the reason why PC conversions frequently turn out disappointing. While we used the original Quake II maps as a basis for the ones we use in this game, they are completely re-formatted by our software tools beforehand. It's a very time-consuming process carried out by a team of people each working on reducing a specific part of the data. Basically we cut down everything until it reaches a size realistically usable on PlayStation, then carefully reconstruct it to make it as close to the original as possible. There are no major shortcuts possible, and so each map requires many man-hours of painstaking work using the best custom tools we can build. Fitting the maps into memory isn't easy but we're going to use some mid-level loading techniques to make it happen.

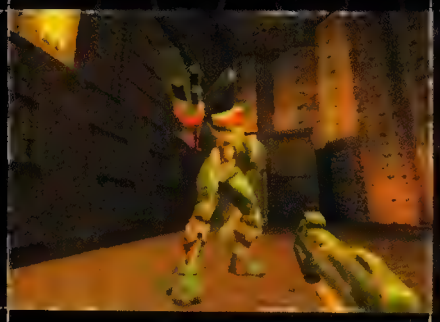
STATION: THERE IS A FOUR PLAYER MODE WITH NEW DEATHMATCH ARENAS. CAN YOU TELL US HOW THIS WORKS AND EXPLAIN WHAT THE NEW LEVELS LOOK LIKE?

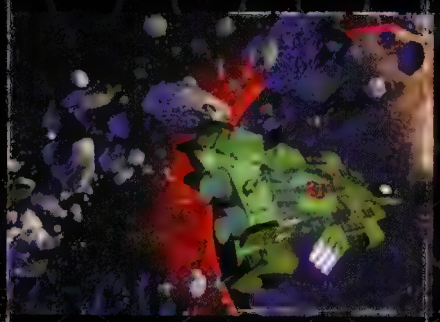
MF: Between two and four players can play, using a split-screen display. You'll need a multi-tap to get three or four player games. The screen divides up horizontally, vertically, or both to make best use of the area. As we're using a hi-res mode (512 pixels across), there will still be enough detail in each window to keep everyone happy. As the PC deathmatch levels cater for 8 players and above, they're not well suited to 4 players or less. So we have 10 original levels, each somewhat smaller in size than their PC counterparts. There is a lot of variety in the designs, taking themes from many of the single player levels.

STATION: HOW WILL THE IN GAME LOADING AFFECT THE GAMEPLAY AND HOW BIG ARE THE LEVELS COMPARED TO GTS PLAYSTATION *DOOM*?

MF: Hopefully you wont really notice the in game loading as it should only take a second or two. The levels are as big as Quake II on the PC; ie. a similar size or bigger than *Doom* levels. The PlayStation *Doom* levels were pretty similar sizes to the PC ones, except that they were greatly simplified. We hope not to simplify anything you'd ever notice.

STATION: ARE THERE ANY NEW ENEMIES THAT HAVE BEEN CREATED BY YOURSELVES RATHER THAN ID?





MF: Yes, there are several. id are quite happy with them so far, but we're awaiting final approval from them. Here's a taster:

Arachner – Scuttles around on six legs whilst blasting with twin railguns.

Toxic – Carries tanks of toxic fluid that can be sprayed around liberally.

Blitz – A tank-tracked berserker armed with a rocket launcher.

Cannon – Heavily armoured and armed with two pulse cannons.

Strider – A massive cyborg: basically a collection of guns on legs.

STATION: HOW LONG HAVE YOU BEEN DEVELOPING THE GAME FOR THE PLAYSTATION AND DIDN'T A US DEVELOPER CALLED AARDVARK HAVE A PART IN THE GAME AT ONE POINT?

MF: We started Quake-specific coding in April. There haven't been any other developers involved as far as we are aware, just id and ourselves.

STATION: HOW HAS THE PLAYSTATION HARDWARE COPED WITH THE 3D ENGINE AND DO YOU THINK THAT THE MACHINE IS STILL BEING PUSHED?

MF: We think we're pushing the PlayStation pretty hard now, but there's always scope for further improvement. It's unlikely that there will be any quantum leaps forward from now on though, as developers like us are getting very experienced with the hardware.

STATION: *EXHUMED* AND *DISRUPTOR* OFFER PRETTY HEFTY COMPETITION. HOW WILL QUAKE II EXCEED THESE TITLES?

MF: Software technology has moved on since those games. Both had sprite-based creatures (like *Doom*) we have full 3D models (like *Quake*). The developers who did *Exhumed*, did *Quake* on Saturn: but back then they reckoned it couldn't be done on PlayStation.

STATION: WAS THE FOUR-PLAYER MODE A NOD TOWARDS *GOLDENEYE* OR WAS IT INCLUDED JUST TO KEEP FANS OF THE PC NETWORK GAME HAPPY? HAS THE LINK UP MODE BEEN CONFIRMED AND WHAT DO YOU HAVE PLANNED FOR THE POSSIBLE LINK GAME?

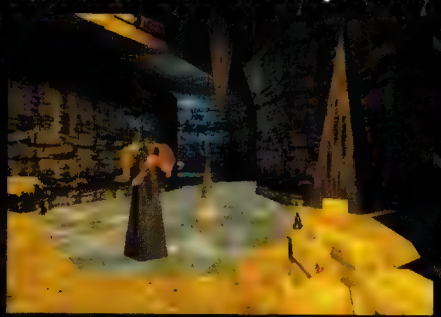
MF: Were impressed by *Goldeneye*, but really we just wanted to bring the intense multiplayer experience of Quake II over to the PlayStation. Not many people have access to a LAN and a dozen fast PCs. The multiplayer game is an important part of Quake II, and so we wanted to recreate it in some way on the PlayStation using one PlayStation and one TV. The link mode wasn't originally viable. Now that more people own the link cables, we are reconsidering it as a possible addition to the split-screen multiplayer games.

STATION: WHAT GAMES HAVE INFLUENCED YOU DURING THE CONVERSION PROCESS?

MF: Quake II! OK, we've looked at *Goldeneye*, *Disruptor*, *Life Force Tenka*, *SIN*, *Duke Nukem*, *Unreal*, *Doom*, *Quake* – any other first-person shooters we heard of.

STATION: WHAT DO YOU HOPE TO DO NEXT AFTER FINISHING QUAKE II?

MF: *Quake III!* Actually, we're already working on a game for Psygnosis that uses the same engine as Quake II. It's more cartoony, and involves your character (in third person) setting traps to catch the unwary denizens of half a dozen widely different worlds. S



Happy New Year

# NEXT MONTH

## MASSIVE REVIEW!

# R4—RIDGE RACER 4

We roadtest the first of Sony's new racers to screech into view. Our massive review takes you through the fourth installment of Namco's potential classic release.

## MASSIVE PREVIEW & FEATURE!

# GRAN TURISMO 2

Can the original really be surpassed and what are the new rally features all about? STATION goes undercover and brings all the info back home...

## PLAYABLE DEMOS INCLUDE:

ALL STAR TENNIS '99
SHADOWGUNNER
TAI FU
S.C.A.R.S (4—PLAYER)
ASTEROIDS
TENCHU
VIGILANTE 8

## ROLLING DEMOS INCLUDE:

RAYMAN 2
QUAKE II

Is it any wonder that STATION is the UK's biggest selling Unofiicial PlayStation magazine by a long, long way?

**STATION — ON SALE 28TH JANUARY 1999**

# FIRESTARTER

FIRESTARTER FIRESTARTER FIRESTARTER FIRESTARTER FIRESTARTER FIRESTARTER

# Bad Intentions

Bad Intentions Bad Intentions

Bad Intentions

***Dave Perry, gutter superstar, blows his spiky top over what pisses him off about the videogames industry. Is he right? Or is he talking crap? Send us your opinions at the usual address...***

Good guys. Bloody good guys! I am so sick of picking up videogames and reading through the background scenarios to find out that once again I am expected to play the 'good guy'. What is this fairy-tale-happy-ending preoccupation with good always being preferable to evil? Where good always comes out on top? It's nonsense, it's dull and it's repetitive. What if I don't want to save the world? What if I happen to feel that it would be far more fun to destroy it? And I do. To rain terror and nuclear death upon city after city of innocent people. What would you consider to be more fun, disarming an atomic bomb? Or setting one off?

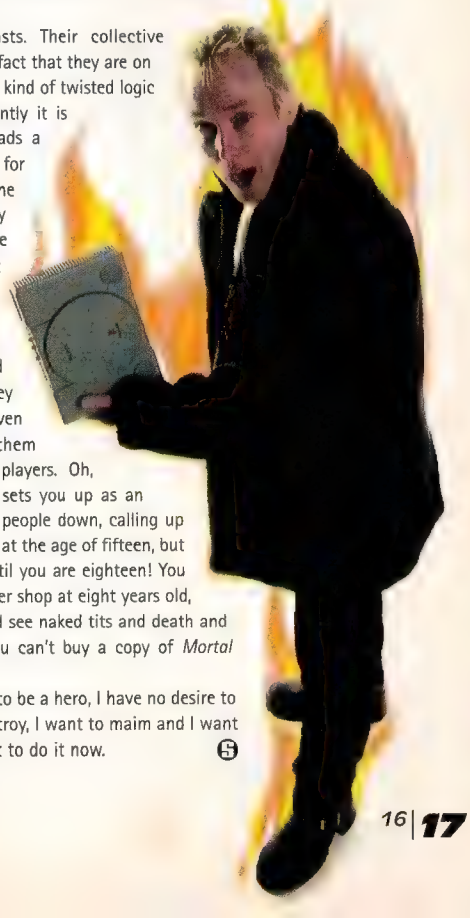
I yearn not to have to stop the terrorists at the airport, but instead to be one of them. To blow up aeroplanes full of people, to take shots with a sniper rifle at security and innocent magazine store owners. I don't want to kill the monsters, I want to become the monsters! I don't always want to be the blond haired hero of the piece, I can't help thinking it would be far more enjoyable to be the black-hearted sorcerer instead. I wonder if I am alone in this. If so, then why do games like *Grand Theft Auto* and *Carmageddon* sell so well, despite so many people trying to stop us from playing them? People don't always want to be good, in fact thinking about it, there are very few instances where being good is actually anywhere near as much fun as being bad.

Let's face it, the guardians of our delicate moralities are always going to accuse evil videogames of corrupting the youth of today anyway, so the way I see it we might as give them something to moan about. Surely it's little more than a matter of degrees anyway. Heroes like Duke Nukem and Lara Croft are actually just excuses for us to go ape-shit in a far more acceptable and palatable form. The more sensitive gamesplayers out there can charge about blasting everything in sight safe in the knowledge that they are only killing bad guys or vicious beasts. Their collective consciousness eased by the fact that they are on the side of good. Well, what kind of twisted logic is that? And more importantly it is drumming into peoples heads a false sense of invincibility for anybody who fights on the side of good. In my experience bad people are certainly to be feared a lot more than the do-gooders.

> *"Why do games like Grand Theft Auto and Carmageddon sell so well, despite so many people trying to stop us from playing them?"*

Trouble is, games that promote evil and bad behaviour are deemed unsuitable for society. They are banned, shunned or given ratings that make them unobtainable to younger players. Oh, you can buy a game that sets you up as an army commander, gunning people down, calling up air raids and nuclear strikes at the age of fifteen, but you can't be a car thief until you are eighteen! You can walk into any newspaper shop at eight years old, buy a copy of 'The Sun' and see naked tits and death and murder in real life, but you can't buy a copy of *Mortal Kombat 4*.

Sorry, but I don't want to be a hero, I have no desire to save the day. I want to destroy, I want to maim and I want to cause chaos. And I want to do it now.



**The new Sony PDA or Personal Digital Assistant or PocketStation as it's now better known was released a few days before Christmas in Japan. Will Sony's attempt at a handheld turn out to be a pocket rocket or will it be condemned to the almost bursting console add-on graveyard in the sky? STATION, of course, investigates...**

# Is that a PlayStation in your pocket?

### NANO-TECHNOLOGY

**For it's size, the PocketStation certainly packs a punch in the technology stakes. It's no mini PlayStation of course, but the list of components they've managed to fit into the Tamagotchi sized unit is actually pretty impressive. It's based around a 32bit RISC processor and comes with a not exactly awe-inspiring but functional LCD display, a mini-speaker and an infra-red unit that allows you to link-up PocketStations without a cable. It's also probably got some solder, a circuit board and some capacitors 'n what have you 'n all**

December 23rd, the eve of Christmas Eve, was the day that Sony became just like any other console manufacturer in the world. For Sony entered the add-on club. The club where members generally don't last long, the club where items such as the Master System Converter, the, ahem, 32X and the doomed N64DD line up to be humiliated and mocked for all eternity. Sony though, have a knack of pulling themselves above the 'others', and although the test of time has in no way been stood, the PocketStation is already looking like the first ever first party add-on to really succeed in the world of videogames.

What makes the PocketStation any different from the slew of failed add-ons that have so far done little more than soil company names and reputations, and separate punters like you from your hard earned wad? Well for a start, at the moment you won't need much of a wad to get one of these minuscule little handhelds into your pocket. In fact a good day of Big Issue selling should do it. In Japan they're going for a meagre 3,000 Yen which translates to less than a few hours work in the states, $21. If things were that simple though, us Limey's could pick one up for about twelve quid. Of course there's no chance of that happening but although no price has been set, or even a definite launch date, don't expect to pay more for the PocketStation than you would for a single game. And if Sony prove me wrong on this I'm buying a DreamCast.

### PDA OR BIG ISSUE?

What does a PocketStation do that a copy of the Big Issue can't then? Well, it has many functions: it can be used as a memory card; it's a mini personal organiser with time and calendar functions; primary to this though, the PocketStation allows you to continue gaming, even when you're away from your main console. I'd like to see a mag about Britain's homeless do that.

This is no 'wonder' next generation handheld console though, so don't go expecting to be poked in the eyes by blinding visuals or clubbed around the bonce by gobsmakcing gameplay. However, do expect a device that helps you to get more out of your PlayStation games, in a way that deserves a pat on the back for it's originality and innovative approach.

Games and applications, of which around 31 should be available by Spring next year, are downloaded directly from your PlayStation. Although it's impossible to actually play the PlayStation version fully, a plethora of mini-subgames, training sections, and Tamagotchi style rearing games are to be implemented for the many different titles available. For instance, the next *StreetFighter* game is reported to be PocketStation compatible. The first idea is that you can train your characters up by taking them through a collection of mini-games, the second is a little more interesting though. Using the infra red link that adorns each and every PocketStation, you can actually take part in a real-time two player bout. The outcome of which will change the saves on either the winner or the losers' PocketStation. When you go to load this stored information into the PlayStation version, everything that happened, and was saved whilst you were gallivanting around with your PocketStation will be available for use.

### POCKET PLEASER

This is only one game though, the ideas are endless. For instance, EA's forthcoming oddity *Theme Aquarium* will allow you to rear your own sea-creature Tamogotchi style, then load it up onto the PlayStation. Quite how some of the forthcoming titles such as *Final Fantasy VIII* and *Crash Bandicoot 3* 's PocketStation versions will work is a bit of a mystery at the moment, but it's best to expect something innovative, that will almost definitely add to the experience of playing the games on the PlayStation.

So the PocketStation lives, and indeed has a lot going for it. When it'll reach the shores of Blighty is anybody's guess but we aren't so sure that Sony's Pocket Rocket will be accepted as easily as it has been in Japan. Add-ons often have massive potential, but at the end of the day it's the public that has the last say. Hopefully though, Sony have added the spark and magic that makes the PlayStation so special to the PocketStation. If they have then it will undoubtedly be a success. And that of course, is the Big Issue!

### 31 STEPS...

**Those 31 PocketStation games in full:**

BASS BITE
3/99 – Bandai
BATTLE BUG STORY
Winter '99 – Jaleco
BE PIRATES!
12/98 – Artdink
BURGER BURGER 2
1/99 – Gaps
CAPA
Spring '99 – Sony Computer Entertainment
CRASH BANDICOOT 3
12/17/98 – Sony Computer Entertainment
FINAL FANTASY VIII
Winter '99 – Square
FIRE PRO WRESTLING
3/99 – Human
FISH HUNTER
1/99 – Teichiku
HELLO KITTY: WHITE PRESENT
12/98 – Hudson
I.Q. FINAL
12/98 – Sony Computer Entertainment
KARORINKO
Spring '99 – Orashion
KYRO-CHAN'S PURIKURA MISSION
2/99 – Tomy
LUNATIC DAWN III
12/98 – Artdink
MISTER PROSPECTOR
2/99 – Rythmics
MONSTER COMPLETE WORLD
2/99 – Idea Factory
MONSTER FARM 2
Winter '99 – Tecmo
MONSTER RACE
12/98 – Koei
PARUMUI PARUMUI
2/99 – Culture Publishers
POCKET DICTIONARY
TBA – Sony Computer Entertainment
POCKET DUNGEON
12/23/98 – Sony Computer Entertainment
POCKET MUUMUU
12/23/98 – Sony Computer Entertainment
RAGNACURE LEGEND
Winter '99 – Sony Computer Entertainment
REVELATION OF THE SUN
1999 – Progress
SEA BASS 1-2-3
Winter '99 – Jaleco
SHOP MASTER
2/99 – Technosoft
STREET FIGHTER ZERO 3
12/98 – Capcom
THEME AQUARIUM
12/98 – EA/Square
TOGETHER ANYWHERE
Spring '99 – Sony Computer Entertainment
WORLD NEVERLAND 2
2/99 – Riverhill Soft

# PROBLEM CHILDREN

**There's a rather obnoxious and obvious expression, completely fitting with the style of South Park that goes a little something like this – America sneezes and England gets covered in snot. Well, that's the polite version of the saying, the others aren't really suitable to print inside a magazine. Well, not this kind of magazine anyway.**

**But then we are talking about South Park, a show that has become quite a phenomenon in a relatively short space of time. So, just how did something so disgusting, childish and badly animated have any right to be hilariously funny and downright essential TV viewing?**

There's always a certain amount of hype surrounding the next big thing. And thanks to the kind of mega-exposure South Park was receiving in the United States it was inevitable that it would repeat itself across the Atlantic.

And so, by the middle of the summer, the whole country would be staying up late on a Friday night, buying the T-shirts and picking up all sorts of merchandise from key-rings to wind-up toys depicting the foul foursome known as Eric, Stan, Kyle and the unfortunate Kenny.

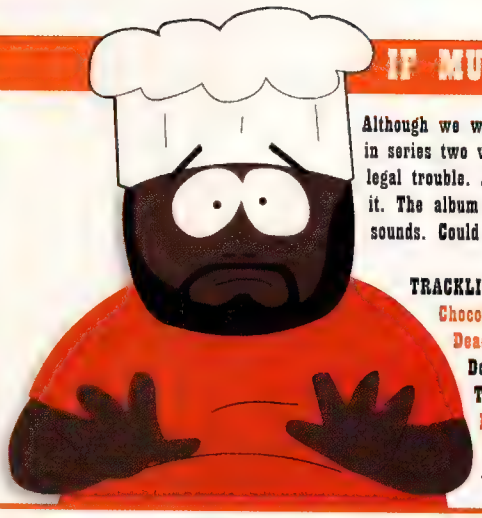
From humble beginnings as a $750 video, produced as a Christmas present for tired TV executives, Trey Parker and Matt Stone found themselves sitting on the next big thing in television. Given the freedom of cable-only channel Comedy Central they were allowed to be as crude and risqué as possible. Something they definitely decided to do.

The first series of nine episodes were eternally repeated, and the show began to attract seven times the average audience for any other Comedy Central program. It was only a matter of time before Sky & Channel 4 would buy the rights and show it over here.

At this moment in time, the second series has just finished airing in America and is due to be shown sometime early in 1999 in the UK, first on satellite and cable, then for the rest of us on 'normal' TV. But most of the attention the four little guys are getting right now is nothing to do with the television. Because in your typical multimedia move, the kids, and almost everyone else who lives in their small town, are branching out. We're talking music, movies and of course the much hyped videogame.

As well as the PlayStation game we've covered on the previous page, and the second game, entitled *A Day In South Park*, of which

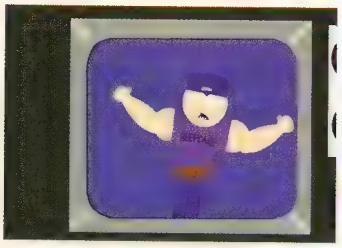
**"From humble beginnings as a $750 video, produced as a Christmas present for TV executives, Trey Parker and Matt Stone found themselves with the next big thing in television, as crude and risqué as possible."**



## IF MUSIC BE THE FOOD OF LOVE... BRING ON THE CHEF!

Although we won't get to see the actual episode for a while, the reasoning behind Chef Aid: The Album is an episode in series two when the kids come over all Bob Geldof and organise a benefit concert to get Chef out of some undisclosed legal trouble. And never one to miss a trick, the marketing people quickly recorded an album and are about to release it. The album consists of a collection of scary people getting together with other scary people and making frightening sounds. Could be good.

**TRACKLISTING:** South Park Theme - Primus; Nowhere to Run - Ozzy, DMX, ODB, Crystal Method & Fuzzbubble; Chocolate Salty Balls (PS I love you) - Chef; Brad Logan - Rancid; Come Sail Away - Eric Cartman; Kenny's Dead - Master P; Simultaneous - Chef; Will They Die For You - Mase, Puffy, Lil' Kim & System of a Down; Bubblegoose - Wyclef Jean; No Substitute - Chef; Wake Up Wendy - Elton John; Horny - Mousse T. vs Hot 'n' Juicy; Hubcon Stomp - Devo; Love Gravy - Rick James & Ike Turner; Feel Like Making Love - Ned Gerblansky; The Rainbow - Ween; Tonight is Right for Love - Chef & Meat Loaf; It's a Rockin' World - Flea, Tom, Morello, DJ Bonebrake, Benmont Tench & Nick Herum; Mephisto & Kevin - Primus; Mentally Dull (Think Tank Remix) - Vitro



**"...would only do a movie if they could make it NC-17 or an R. Which translates to an 18 certificate over here, providing the censor doesn't flip out. It's going to be at least as gross as the TV series."**

nothing is known, Columbia Records and American Recordings are set to *release Chef Aid: The South Park Album.* It's a tie-in with an episode of the second series in which the kids help Chef out of some as-yet-unexplained trouble by organising a star-studded benefit concert. This has now been put down onto CD and will soon be available in the shops (see the boxout for more details on this fascinating project). But by far the most impressive news for South Park fans is the impending *South Park: The Movie.*

### SOUTH PARK - HOLLYWOOD BOUND

Yep, a full-length, no-holds barred, adult-rated cinematic experience. Although under pressure to maximise audience figures, the creators of South Park have ignored pleas for a toned down

## THE GRUESOME FOURSOME

### KYLE BROSLOFSKI, 8 YRS OLD, 46LBS

Kyle, when compared to others in the gang, seems the most normal. Constantly attacked for being Jewish his only source of stress relief is the amusing game of Kick The Baby involving his brother Ike.

### STAN MARSH, 8 YRS OLD, 52LBS

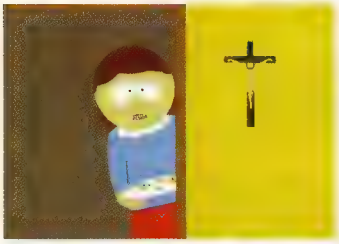
Stan is Mr Organised. He's always looking for solutions to problems without panicking. Witness his discovery and eventual acceptance of his gay dog, Sparky (George Clooney has never sounded better). His only problems come with women: he is hassled and beaten up by his sister, and whenever Wendy Testaburger used to appear he would throw up. He seems to have overcome this problem now.

### KENNY McCORMIC, 8 YRS OLD, 37LBS

Kenny is often the source of amusement for the rest of the gang, and thanks to his permanently hooded state it would appear only his close friends know what he's saying. He's also, as if you didn't know, the most accident-prone person to have ever lived.

### ERIC CARTMAN, 8 YRS OLD, 90LBS

Eric loves Cheesy Poofs. And very little else. He's always ready with a quick-witted response, which sometimes work and sometime don't. He's also a little bit touchy about his weight.

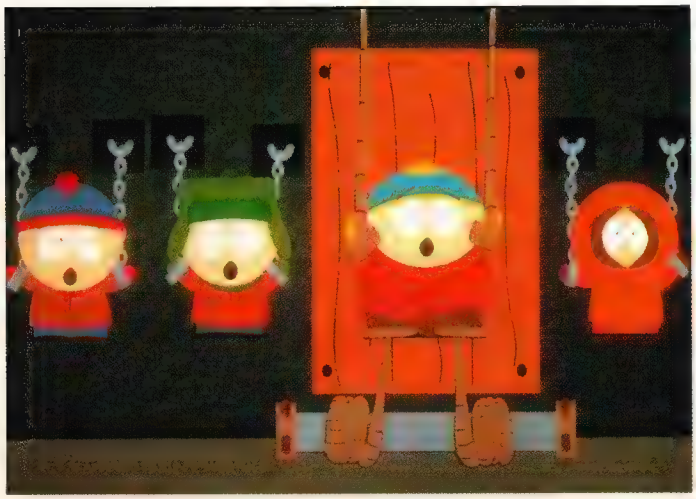


**ABOVE:** From one of many of little Kenny's deaths, to Eric sitting at home munching on his Cheesy Poofs, there's plenty of wacky adventures for the four guys to get up to. But probably the funniest thing about South Park are the number of incidental characters that either help our heroes out of trouble or put them deeper in it. We're torn between Chef and Wendy Testaburger.

version of the TV show and have decided instead to achieve an NC-17 or an R rating in the US. When this translates over here, unless the censors flip over some scenes, we're looking at an 18 certificate. And whilst this won't involve the horror and gore normally associated with such a rating, we're pretty sure it's going to be as gross, if not more so, than the TV series.

As you can imagine details are sketchy at best at the moment. We're informed that the basic premise is that the four guys are all sent to a harsh military school after harassing Mr. Hat (the glove puppet used by their teacher Mr Garrison), where they are to be punished. The script for the movie has been turned in, and the film is now in pre-production, it's due to be released in March or April of 1999 in the US, so it's probably going to be a month or two after that before we get to see it.

Talk of the movie is obviously very quiet, but the guys have been quoted as saying things like: 'We would only do (a movie), if we could make it R-rated'; and '...will take it to the next level. It's not just one long episode.' As for the name of the movie, well nothing has been confirmed yet but Paramount has just secured the web domain name SouthParkMovie.com. Make of what you will.



One thing is certain though, with the amount of money being made off the merchandising, the new series, the movie, the album, and let's not forget about the TWO PlayStation games coming our way, South Park is going to be around for a long time to come. And at the moment, that looks like being a good thing.

## ALL-TIME TOP 3 DEATHS OF KENNY

**NO. 1 - Season 1: Episode 13: CARTMAN'S MUM IS A DIRTY SLUT**
After escaping from certain death attached to a runaway go-kart, the relieved Kenny is then run over by an oncoming train. Ouch!

**NO. 2 - Season 1: Episode 8: STARVIN' MARVIN**
It's genetic engineering gone mad and poor old Kenny is subjected to death by pecking from mutant turkeys.

**NO. 3 - Season 1: Episode 4: BIG GAY AL'S BIG GAY BOAT RIDE**
Distracted by the actions of his 'gay homosexual' dog, Stan isn't playing quarterback for South Park and can't stop Kenny from being mauled to death and decapitated by the opposition. Then the rats come and take him away.

# Dug Out Kev In

**The nation's favourite sport continues to grow in popularity, and Gremlin have again picked up the reigns for a second bite at the management apple.**

**LEFT TO RIGHT: Every 'playing' footballer has a contract, as manager you have to keep track of them and make sure your top striker doesn't walk free from your club; as the season progresses and situations change, a 'top team' icon will allow you to make a quick check on the best players in each league.**

**Four-letter slang flows from his lips** with all the drive and passion of a Viagra-charged rhino; his arms flail like a chicken in a washing machine. Who, you may ask, is this excitable character? He, for never has the role been graced by womanly virtue, is the Premiership manager.

During the first quarter of 1998, Gremlin eventually released the much awaited *Premier Manager '98*. Having been in production for an apparent eternity, when it finally hit the shelves sales went ballistic. The game stood proud at the top of the charts, and was pronounced triumphant. And this was true and fair, more or less. It was the first football management game for the PlayStation that gave you direct control of a football club; every Premiership and Nationwide team was featured, it was possible to do almost everything a real manager could. From dabbling on the transfer market to cultivating homegrown talent, the club's finances were at your control. On the surface, this was a cracking game, but naturally, closer inspection revealed a few flaws. Matches imported from *Actua Soccer* quickly became repetitive; scouting for players didn't achieve anything; there was little chance of luring a non-listed player from a club – even with obscene amounts of money. But these faults were easy to overlook: *PM98* was, overall, a great game. And now they're making it better.

### Break 'is legs, Chopper

The latest management game to come out of the Gremlin offices is the eponymic Kevin Keegan's Premier Manager '99. Homogenous in style and format, it's full of improvements to consolidate Gremlin as the maestro of the genre. Those who are familiar with last year's version will be recognise the icon led gameplay, in which menus and statistics play the larger role with match highlights (utilising the *Actua Soccer* engine) occupying little disc space. The

**"You can now invest some of the chairman's money into your stadium, building bigger stands or just creating better facilities."**

**LEFT TO RIGHT: Pre season friendlies are often overlooked, but this is where you'll see if your big-money summer buy is hot, or (Kevin Davies) not; this time around, you have far greater control over your spending. You have to be an accountant as well as a manager in the '99 version.**

1999 version doesn't differ dramatically from the first rendition, but has welcome additions and new features, including an extra league. As well as the four English divisions, Serie A and Serie B from the Italian league have also been included, which effectively means that the likes of Ronaldo, Del Piero and every other player earning their crust over that side of Europe can be freely transferred at the usual over-inflated prices.

### Where's your kit, Scrapper?

Apart from the international league, other improvements are also noticeably welcome. Player attributes have all been updated, and the financial components expanded. It's now possible to invest some of the chairman's money into your stadium, building better stands or facilities – you could even turn Plymouth Argyle's Home Park into an 80,000 seat super-arena. The money has to be there, though, and with this added financial responsibility comes the all new and improved chairman. He now has the ability to fire you, or alternatively, poach you from your present position.

Kevin Keegan's Premier Manager '99 is shaping into a good quality title, vastly improved from the original. Be prepared for a full review soon, and have your sheepskin coat ready.

## Unbelievable

**Just as we thought Kevin Keegan's Premier Manager 99 looked really authentic, we get that ridiculously contrived scoreline... There's no way Arsenal would beat Leicester 2-0, never... No way!**

### Kevin Keegan's Premier Manager '99

***Publisher:*** Gremlin

***Developer:*** In-House

***Release Date:*** January '99

***Game Type:*** Footy Management

PAL Percentage Complete **50%**

### The Early Verdict

**Kevin Keegan's PM '99: For**

It's a vast improvement on the original with a lot more features, more realistic gameplay and even the Italian Serie A league to improve its lifespan.

**Kevin Keegan's PM '99: Against**

It looks all too similar to the previous *Premier Manager*, remember? The one that promised so much, but offered a very limited gaming experience.

**Anticipation Rating 80%**

Definitely one for wannabe football managers and anoraks of the sport. Those who require more action should look elsewhere.

### Concept Description

The sport of football viewed through the eyes of the touchline coach.

# Dance Around The Ring

**He doesn't take any stick from anyone and he's the WBO World Featherweight Champion, but it means nothing when it comes to making a videogame. So let's see what the Prince has got.**

## Prince Naseem Boxing

***Publisher:*** Codemasters

***Developer:*** In-House

***Release Date:*** Spring '99

***Game Type:*** Boxing

**PAL Percentage Complete** 40%

## The Early Verdict

**Prince Naseem Boxing: For**

There's going to be plenty of action to deal with thanks to all the different modes of gameplay, and we always like a management option to be included. And it's got Prince Naseem in it.

**Prince Naseem Boxing: Against**

Boxing has a dismal failure rate when converted into video games. And, of course, it's got Prince Naseem in it.

**Anticipation Rating** 30%

There's very little known about this game 'on the streets', but as soon as people see Naz is involved excitement will grow.

## Concept Description

An arcade boxing game, a boxing simulation and a day in the life of Don King, all in one user-friendly package.

**Hands up, anyone who couldn't care less about boxing games?** Right, now put them down again. Without actually knowing how many of you just raised up your arms, I can guess that a large amount of apathy exists for the latest in what seems a never-ending list of boxing games.

And I understand that, it's just that this is a new game and we want to show it to you. And it's got Prince Naseem in it. This is a bonus, but also a curse; all the people I know have a strong opinion about Naz, they either love him or hate him. Regardless of his impressive fighting record (31 fights, 31 wins and 28 knockout), he's like the human equivalent of Marmite.

But disregard all the hype and posturing of the boxing world and consider the down to earth qualities of what this game has to offer. You want a full-on world championship showcase for 1-8 players? No problem. You want a quick arcade style brawl? Done. And if you ever get bored of all of that you can stay back from the action and test your management skills with one of 90 different boxers.

And if that's not enough, expect all the usual Prince Naseem showbiz stylings, and an audience who will let you know whether they think you're putting on a good show or not.

We tested the bare bones of the game's final code, but as you can see, apart from a little fleshing out for the characters, the game looks as good as all the other boxing games tempting you to part with your hard-earned. It's certainly got a chance with the lack of recent titles to improve the genre. The expertise of Codemasters combined with the posturing of Prince Naseem might just turn out to be a lethal combination.

**"Regardless of his impressive fighting record ... he's like the human equivalent of Marmite."**

**FROM LEFT TO RIGHT: Ducking out of the way may work with other fighters, but not Eagle-Eye Naseem, he's seen you; well, he's wearing his trademark shorts, but at the moment he's not LOOKING like a deadly pugilist; one of the first rules you learn when boxing is to stand near enough to each other to actually be able to hit them.**

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# Greed Is Good

**Back again with some lizard behaviour! The third instalment of Gex comes with it's own subtitle, but is it hard to spot a Gecko incognito?**

**LEFT TO RIGHT: Welcome to weird Japanese cartoon world. And in typical fashion, no-one has a clue what goes on in here, anything could happen; driving around in a tank is definitely the safest way to travel, but sticking your own flag out of the back is probably a not a sensible move for a master of disguise.**

## He's one hell of a secret agent, you know.

I mean if you were a lizard with sticky feet, would you choose espionage for a profession? With those feet you could be the world's foremost window cleaner, able to walk up the outside of the tallest skyscrapers without a care in the world. Or even try out as some sort of comedy sidekick for Spiderman, following him around on his many adventures. But then again who are we to knock a career in the secret service, especially when the little lizard is so good at it.

There was plenty of excitement about *Gex 3D* (the sequel to the dire original), with its classic gameplay, nice looks and full 3D worlds to explore; so it was inevitable that there would be a sequel to the sequel. But rather than worry about the economics of sequels, we're always more concerned with what they're like as games. And, once again, Gex is looking in particularly fine form.

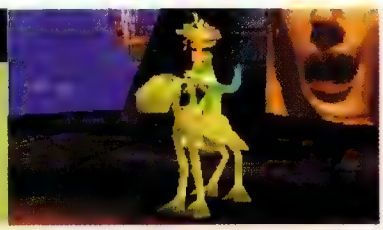
### Full To The Brim

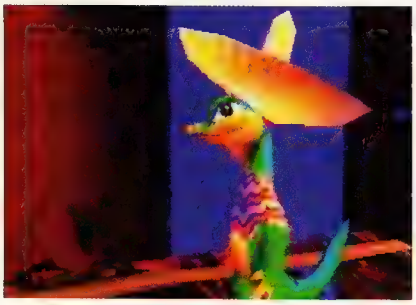
It would be fair to say that we're not looking at anything too radical this time around – unless there's a hidden 4D environment that no-one's told us about – but that doesn't mean Gex is resting on his laurels. Oh no.

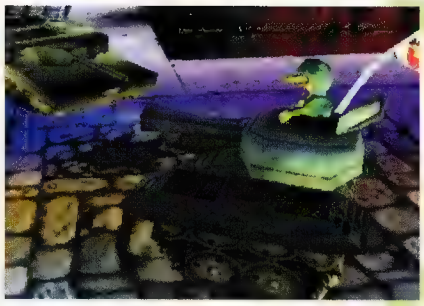
The manufactured plot line that serves as an excuse for mayhem is the search for Agent Xtra (didn't she have a sister

## Walk like an Egyptian

**No longer confined to clichéd movie settings, Gex travels all over the world in different costumes – here we see the nimble fingered gecko mounting a camel, which allows *Tomb Raider* style vehicle additions to the gameplay. Our amphibious friend uses animals instead of jeeps and kayaks, obviously.**





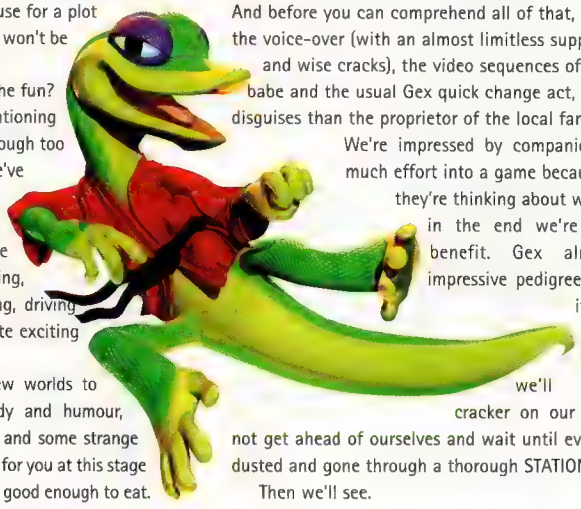


**FROM LEFT TO RIGHT: It's Spaghetti western time, and you look like the man with no name. Cute poncho; things don't look safe in Fairy Tale Land – watch your back for Dumpty Humpty. Honestly; not sure if that tank is hostile or not. But still, that's a nice big gun you've got should trouble come your way.**

called Agent Orange?) who, surprisingly, has been kidnapped by Gex's arch nemesis, Rez. This flimsy excuse for a plot lets the action and fun commence so we won't be too harsh on it.

And so what about the action and the fun? Well, probably the first thing worth mentioning is the amount of stuff you get to do. Through too many games of this type to mention we've all jumped on and off all sorts of platforms, hung from ropes and swung across ravines and probably all visited ice worlds. But are you ready for scuba diving, gliding, snowboarding, fireball launching, driving army tanks and much, much more? Quite exciting isn't it?

It doesn't stop there. There's all-new worlds to explore using a unique style of parody and humour, including the Caribbean, the North Pole and some strange fairy tale worlds. We won't spoil the jokes for you at this stage but as you can see for yourself it all looks good enough to eat.



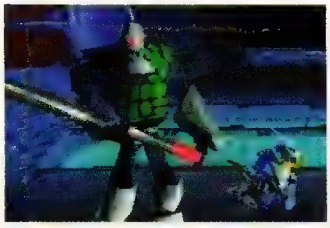
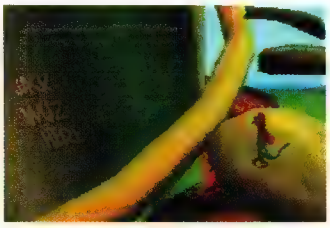
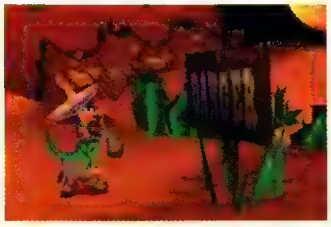
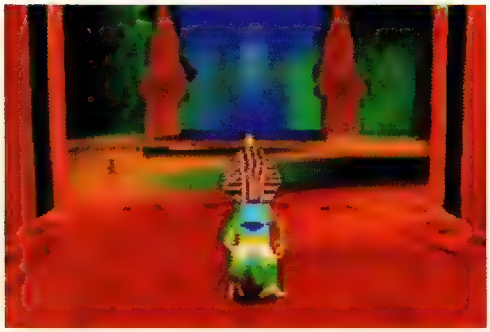
## What No David Hasslehoff?

And before you can comprehend all of that, let's not forget the voice-over (with an almost limitless supply of one-liners and wise cracks), the video sequences of a Baywatch babe and the usual Gex quick change act, using more disguises than the proprietor of the local fancy dress shop.

We're impressed by companies that put this much effort into a game because it shows that they're thinking about what they do, and in the end we're the ones who benefit. Gex already has an impressive pedigree going for it, so it's safe to assume that in the final analysis we'll have another cracker on our hands, but let's not get ahead of ourselves and wait until everything is done, dusted and gone through a thorough STATION testing.

Then we'll see.

**"...are you ready for scuba diving, gliding, snowboarding, fireball launching, driving army tanks and much, much more..."**

**BOTTOM LEFT TO RIGHT: That's a very fetching Tutankamen disguise you've got on there, and it blends in with the surroundings very nicely; He's turned up for a swimming party dressed as Sherlock Holmes. Now the game is most definitely up.**

### Gex: Deep Cover Gecko

***Publisher:*** **Eidos Interactive**

***Developer:*** **Crystal Dynamics**

***Release Date:*** **March/April '99**

***Game Type:*** **3D Platformer**

**PAL Percentage Complete** **60%**

### The Early Verdict

**Gex: Deep Cover Gecko: For**

A list of new ideas and features as long as your arm, good looking at this stage and they've got the experience to make it great.

**Gex: Deep Cover Gecko: Against**

Yet another sequel, the only reservation would be that it needs to be significantly different and not simply borrow ideas.

**Anticipation Rating 65%**

As a sequel there's going to be some interest in the latest instalment, but it's not a huge game by any reckoning.

### Concept Description

Guide the Gex through hazardous worlds with hilarious possible consequences.

# Rage In The Cage

**Apparently, so TV ads and a certain movie have been telling us all summer, size does indeed matter. Wrestlers would probably also agree. And we're not going to argue with them, that's for sure.**

## WCW/NWO Thunder

***Publisher:*** THQ

***Developer:*** THQ

***Release Date:*** February '99

***Game Type:*** Wrestling

PAL Percentage Complete **75%**

## The Early Verdict

### WCW/NWO Thunder: For

To start with there's big and well animated sprites to fling about the place, there's plenty of variety and it's looking good fun.

### WCW/NWO Thunder: Against

There's an array of moves to execute, but getting them to work smoothly and not randomly still needs to be addressed. Don't fix this and the game doesn't work.

### Anticipation Rating 30%

Wrestling games are usually frowned upon until a good one comes along and surprises a few people. This might, or might not, be one of those, so only die-hard fans are interested at this stage.

## Concept Description

To beat up the other poseur. Sorry, fighter.

**LEFT: In the event of an accident, please grab the head of the person nearest to you and place it between your legs.**

**Just look at the size of that thing.** I'm talking, of course, about the huge sprites THQ have decided to put in their latest WCW/NWO wrestling game, titled Thunder after the weekly TV program of the same name. Not only big, but they also move sweetly and look most impressive.

As does most of the game at this stage of its development. Now we're not easily impressed here at STATION, but when you see as much effort going into a game as this, you tend to smile a lot more when playing.

But why are we smiling? Well, for a start, wrestling is great entertainment, as long as you don't take it too seriously. Add all the peculiarly American razzmatazz and you're ready for a bit of face-ache.

For a start you've got 32 wrestlers (and loads more hidden ones) to pick from, and each has an explosive intro sequence and theme music lifted from the TV show and converted into full motion video. You've also got signature moves to find and execute, and all the tournaments, two-player challenges and steel cage matches you could wish for. Smiling yet?

Well don't. Although we were taken aback by the sheer ambition of the game, playing it is, at the moment, a disappointing experience. It's not as fluid as the best beat 'em-ups we've come to love, and apart from the most obvious moves (kicks and punches) trying to pull off the throws, flips and suplexes is still very much a business of random button pressing and prayer.

Now this is a definite cause for concern because it could effectively ruin a major fun experience, there's still time to iron out problems so don't panic yet. That's why, for the time being, we're still smiling enigmatically, like the Mona Lisa.

**"...It's great entertainment, add all the razzmatazz and you're ready for a bit of face-ache..."**

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# One More Into The Breach

**The (Ray)man is back! Only this time he's found himself captured, along with all his friends, in an intergalactic zoo. And we all know how harsh those living conditions are, don't we?**

**Bouncy, bouncy, wheee-eeee!** And plenty of other action besides. That's what's in store for you when you enter the world of Rayman's second PlayStation adventure - The Great Escape. But that's not all, for this time around, thankfully, Rayman's world is in full, fabulous and funky 3D. And this is not just 3D-ish, this is full-on, walk anywhere you like and do what you want kind of 3D. Just the kind we like to see in our platform games.

But why a sequel you might ask? Well, to be honest, we wondered the same thing, but thanks to the very informative press release we got about the game, all our questions were answered. Rayman, you see, and from what we understand quite a lot of his friends, has been taken against his will to an intergalactic zoo. By robot pirates.

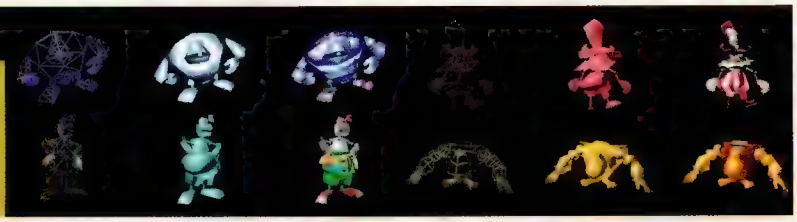
But Rayman is the clever one of the bunch and has escaped. He's also incredibly loyal, so rather than get the hell out of there, get some help and/or firepower to deal with the situation, he decides it's up to him to help his friends all by himself. We're quite glad he decided to do it this way otherwise the game might not exist.

### Ready, Steady, Cook

But exist it does, and as you can see for yourselves, it exists quite beautifully in its own colourful and dangerous world. If you are prepared to overlook the absurdities involved when collecting ingredients to make an all-powerful soup, which opens the doors to great power (I would try to explain it, but I'm not sure even I understand what's going on), this is the kind of

## What's In A Polygon?

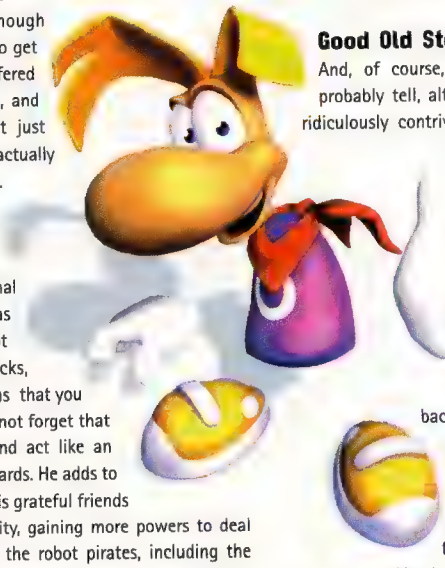
**Ever wondered just what polygons do and how they go to make up characters and why the more polygons you have the more detail you can show? No, neither have we. Until we saw these screenshots and it all became amazingly clear. We thought you'd like to see them as well.**



LEFT TO RIGHT: **I believe you might be carrying a soup ingredient on your back. Must be one of those meaty Big Soups; ooh, they're floaty light! Now be careful what you're leaping onto, you never quite know what's in store when you land.**

classic animated action that makes platform games indispensable to all age groups.

The first Rayman, although incredibly playable and great to get to grips with, definitely suffered from it's flat(ish) environment, and it's nice to see a sequel not just rehashing an old format but actually trying to improve the game. They've got one hell of a character in the limbless dude with the magic strut that is Rayman. And his arsenal of abilities is as impressive as his capability to walk. He's got all the usual punches, kicks, swings, slides and combinations that you might try to pull off, and let's not forget that his hair can swing around and act like an helicopter, propelling him upwards. He adds to these by receiving help from his grateful friends as he frees them from captivity, gaining more powers to deal with the oncoming forces of the robot pirates, including the meteorological know how to make it rain on a sunny day – always handy if there's 70,000 people you don't like going to a festival that weekend.



## Good Old Steve McQueen

And, of course, there's much, much more. As you can probably tell, although we couldn't care less what kind of ridiculously contrived trouble Rayman has got himself into, we're more than happy to check out the game. Give us gorgeous graphics, huge 3D worlds and bags and bags of playability to mess around with, and we're in gaming heaven. Rayman 2: The Great Escape, at the moment, looks like it's going to have an abundance of these qualities and we've just got to sit back and hope for the challenging gameplay, perfect difficulty curve and more fun than you can shake two sticks at playability that all the best platform games offer. Oh, and don't forget to watch out for the two-footed missiles and zombie chickens.

You have been warned.

**"... and let's not forget that his hair can swing around and act like an helicopter."**

### Rayman 2: The Great Escape

***Publisher:*** **Ubi Soft**

***Developer:*** **In-House**

***Release Date:*** **April '99**

***Game Type:*** **Platform Adventure**

**PAL Percentage Complete** **60%**

### The Early Verdict

**Rayman 2: For**

Gorgeous looking and a reliable platform pedigree gives the game an edge over most 3D platformers available.

**Rayman 2: Against**

We need to see more individuality in the game and not just a reliance on old platform gaming methods. Sequels tend to suffer a lot from this.

**Anticipation Rating 85%**

Good fun for all the family. And could well be a great Mario-esque treat for the PlayStation. Nice visual treat as well.

LEFT TO RIGHT: **And the day started out so nicely. Then I end up water-skiing towards someone with big teeth; waterfalls of fire! Just what kind of place is this and how do I get myself into these messes?**

### Concept Description

Exploratory 3D platform game full of cute animals, things to bash and puzzles to solve.

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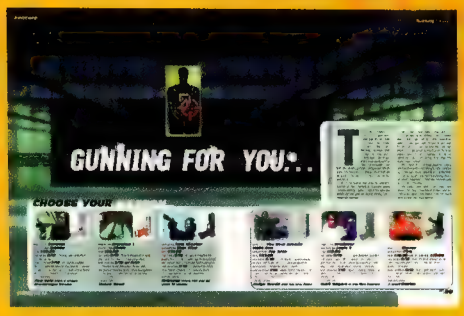

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**TEKKEN 2**

**TOMB RAIDER**

**GRAND THEFT AUTO**

**COMMAND & CONQUER**

# Square Circles?

**Enough of this dark, moody and violent air that seems to plague almost all new PlayStation releases, let's brighten things up, sit back and enjoy the fun. A good idea? Well, all ideas are good, but it's how they're implemented that counts.**

## Live Wire!

***Publisher:*** SCI

***Developer:*** The Code Monkeys

***Release Date:*** January '99

***Game Type:*** Action/Puzzle

**PAL Percentage Complete** 65%

## The Early Verdict

### Live Wire!: For

Bright, Bold and Breezy. Plenty of stand-out colours put to good use inside smart theme areas. Oh, and cute monsters.

### Live Wire!: Against

The gameplay stays on the simplistic side of things and we wonder how many times you can realistically circle a square before you get bored of it? Once seems to be the popular answer...

### Anticipation Rating 33%

We're talking plenty of everything in place with only a few finishing touches left to play around with. We can only hope that when the two-player mode materialises it offers a bit more in the way of adrenalin. We'll have to wait and see – but right now we're not holding our breath.

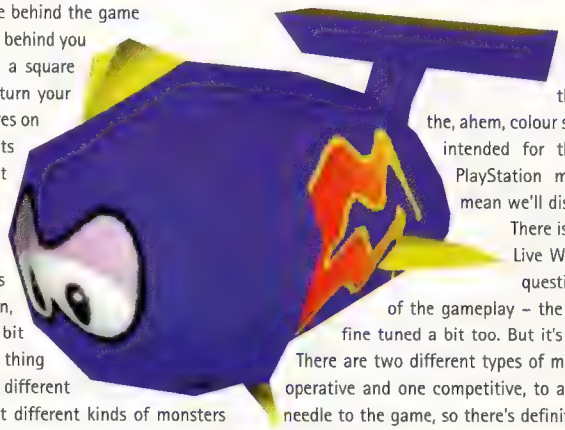
## Concept Description

Paint a line around a square. If you 'claim' more squares than your opponents you've won.

**Now don't get us wrong,** some of the best games in the world are just simple ideas, brilliantly executed. And if there's one thing that Live Wire! has going for it, it's simplicity.

Why? Well, the entire premise behind the game is to paint a trail, which you leave behind you as you move, use it to surround a square and then watch it flip over and turn your colour. Flip over more of the squares on the level than your three opponents and you can advance to the next level. Then try and do the same thing all over again.

Now I played something like this in the arcades some years ago, but this being the PlayStation, things are done a little bit differently. For a start the whole thing is wrapped up inside levels and different sections, which in turn bring out different kinds of monsters and scenery for you to deal with – akin to your standard platform game. This gives Live Wire! the perfect chance to flex its creative muscles.

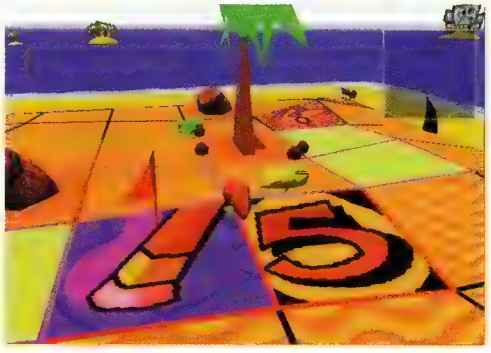


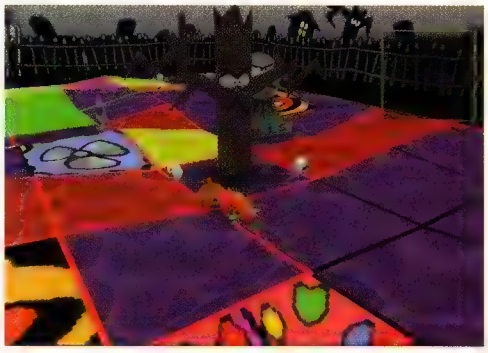
Unfortunately, the only muscles to get a good work out are your stomach's. To me, at least, the use of (lets be kind and say) garish colours reminds me of the pavement outside my local pub at chucking out time on a Saturday night. It's quite obvious from the simple gameplay and the, ahem, colour scheme that this is a game intended for the younger end of the PlayStation market. But that doesn't mean we'll dismiss it out of hand.

There is some fun to be had from Live Wire!, we've just got a few questions about the longevity of the gameplay – the control method could be fine tuned a bit too. But it's not all doom and gloom. There are two different types of multiplayer modes, one co-operative and one competitive, to add a bit of much-needed needle to the game, so there's definitely something of interest hiding in here.

And, let's be honest, when it comes down to it, we're all big kids at heart really, aren't we?

**"the use of garish colours reminds me of the pavement outside my local pub at chucking out time on a Saturday night"**





**LEFT TO RIGHT: Two power-ups to get, just make sure that yellow thing doesn't get them first; It would appear that someone has left their lights on in that house in the background.**

RULE 157n
'A time penalty will be imposed on any driver who, in the opinion of the Stewards, unnecessarily overtook another car during the first lap...'
FIA Sporting regulations
BRIDGESTONE
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Tradition
12
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FORMULA 1 98
OFFICIALLY LICENSED GAME

# Save Our Souls

**Don't you hate it when you discover a parallel universe only to find an evil demon intent on stealing souls is in charge? Bummer!**

**LEFT TO RIGHT: It's a serious business saving a parallel universe, and although weapons can come in handy, there's going to come a time when you'll have to rely on your hand-to-hand combat fighting skills.**

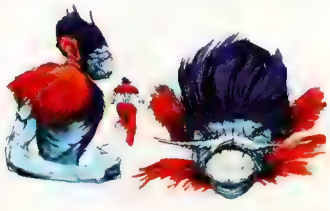
**And here we go again.** Meet (it says here) the thousand-year-old Prince of Demons. His name is Astaroth (I mean where do they come up with this stuff?) and he likes collecting souls. Well, it's an honest days pay for an honest days work, I suppose.

And so, that's where you come in. For some bizarre reason - who knows, maybe life on your own planet isn't what you thought it would be and you decide to wander parallel universes looking for a place to fit in (hey, that could be a pitch for a new American sci-fi show...) - you decide to dive into the body of an Omikron

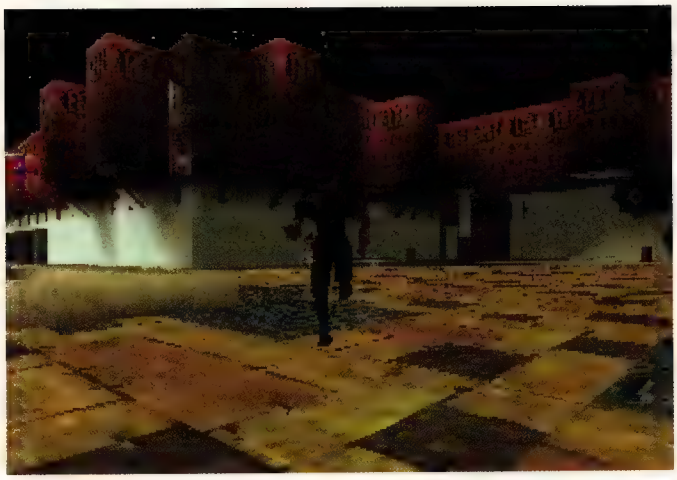
**"...inevitably, there are plenty of weird and wonderful creatures just begging to be blown apart with your ridiculously cool weaponry."**

## It's all about the people

**So just how do you create a whole race of people from another universe? Here are a selection of sketches that went towards the making of the various characters, places and animals used in the game.**



**ABOVE: Be careful of deserted places like this, it all just seems a bit too quiet for my liking.**

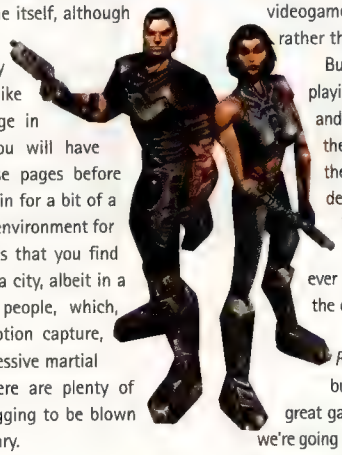


**LEFT TO RIGHT: As you can see here, there's plenty of scope to check out different terrains. Fistly there's the inner city areas and then, almost inevitably, there's an ice world filled with all the hazards that ice and snow can deliver and then spinkled lightly with very strange creatures to battle with.**

dweller in an attempt to stop the evil one from formulating his evil plan and spreading his evil empire across the universe. As you may have guessed, this is one hell of an evil game.

## Welcome to the Jungle

Most of this is, of course, completely pointless and irrelevant to the actual process of playing the game itself, although it does provide some sense of atmosphere, but you're not really interested in stuff like that, are you? No, like me you're more interested at this stage in what the game looks like, and as you will have probably perused the pictures on these pages before reading the text you'll know that you're in for a bit of a treat. We're talking a huge 3D cityscape environment for you to explore with all the many things that you find hiding out in the nooks and crannies of a city, albeit in a parallel universe. We're talking mad people, which, thanks to the painstakingly crafted motion capture, you can beat the crap out of using impressive martial arts moves, and, almost inevitably, there are plenty of weird and wonderful creatures just begging to be blown apart with your ridiculously cool weaponry.

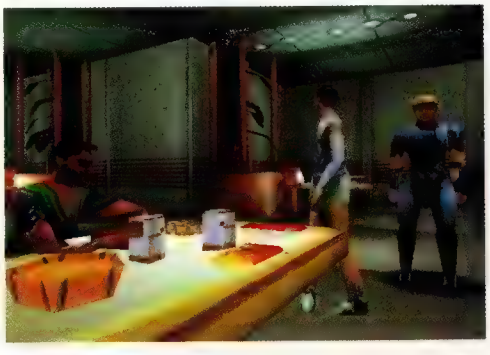


## Watching Us, Watching Them

Having a huge area to wander about in, whilst not being a bad thing, obviously isn't enough in itself to ensure a smash-hit PlayStation release. So the programmers have added detail. Lots of detail. In fact, the game seems to be very proud of the amount of detail it contains. People just wander around minding their own business and vehicles carelessly drive about the place, not at all involved in the game, they're just there. Hey, it's a city, they live there, right. But that's not all. No, because for the first time (steady with the fanfare) in a videogame, we're looking at motion-captured faces. Or rather they're looking right at us as we play.

But all this fancy stuff, although it might make playing the game a far more 'real' experience to look at and play, falls by the wayside when you come down to the serious business of the gameplay. It's obvious that the developers are aiming towards producing an in-depth and long-lasting title but at this early stage it is difficult to discern as to whether they have pulled it off or not. If there's one reservation we could ever have about a game like this, it would be concerning the dangers of over-production.

Everybody's played at least one version of *Tomb Raider* or *Resident Evil* and whereas these games build respectively on the, er, charms of Lara Croft and great gameplay or blood, gore, horror and great gameplay, we're going to have to wait until we've probed the depths of this particular 3D action adventure a little further before we decide just how it will measure up against such illustrious company and just what its 'hook' will be. But from what we've seen so far Omikron is doing its damndest to give the big two a real run for their money.



**LEFT TO RIGHT: Definitely not your average looking creature, and those teeth don't look too friendly. On the flipside to that, here's a relatively normal scene with some normal looking people. Although you never know, do you?**

### Omikron

***Publisher:*** Eidos

***Developer:*** Quantic Dream

***Release Date:*** January

***Game Type:*** 3D Action Adventure

**PAL Percentage Complete** 70%

### The Early Verdict

**Omikron: For**

Just look at those screenshots. Gorgeous looking city environments to run around in to your heart's content.

**Omikron: Against**

The only thing we've got against it is that we might have seen it (and done it) all before.

**Anticipation Rating 50%**

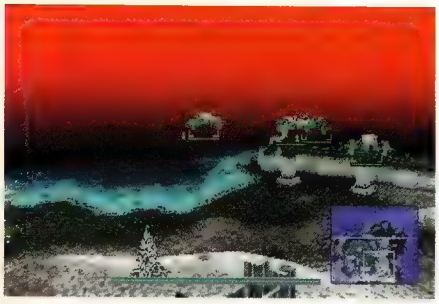
Once the hype of Lara's third outing has died down, this percentage could creep skywards, but then again, it might not. Indifference, don't ya hate it!

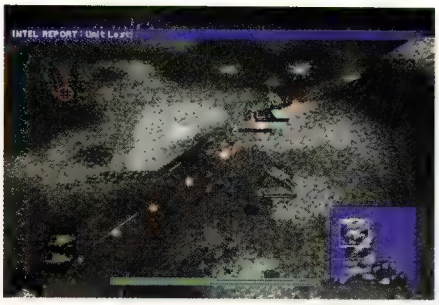
### Concept Description

Well, it's a kind of *Tomb Raider*/*Resident Evil* 3D thing.

# What Is It Good For?

**Judging by the large amount of them kicking off every month, it seems as if wars are at the height of their popularity. Software giant Eidos takes a step into the 'armed combat' market.**

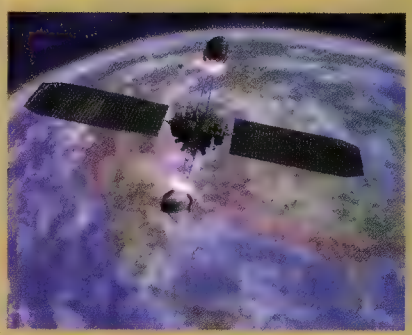


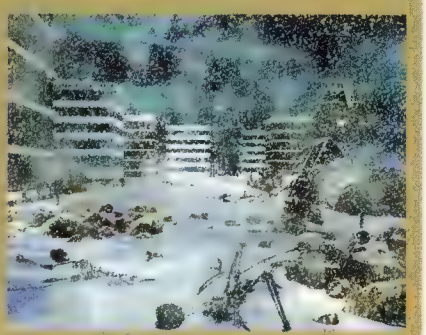


Set amongst the desolate backdrop of a chilling, post-apocalyptic Earth, the latest soothsayer of the videogame world, Eidos, has taken it upon itself to foretell the outcome of a worldwide nuclear conflict. Warzone 2100 is set a little more than a century into the future and features a story worthy of the big screen Spielberg treatment. In the middle of the 21st century, unrest in Europe unfolds. East European and Asian nations are held at the mercy of terrorists and China is attacked by Mongolia (where did that come from?) After much research, NASDA (North American Strategic Defence Agency) is formed to protect North America from impending European assault – and they build a sophisticated satellite defence system. Predictably, the satellite malfunctions and launches nuclear attack on all of the major global powers, who retaliate and throw the world into chaos. After billions die, only a few are left to search for the lost technology and restore the Earth to its former glory. You begin with a small batch of personnel, very few vehicles and a tiny base. Oh, and a mission to rebuild the planet... Who said life was fair?

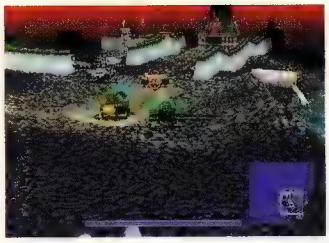
## Armageddon...

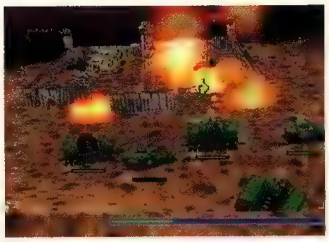
**Although it is no more than a rendered cut scene, the harrowing thought that the destruction of life on Earth as we know it is a possibility, energes from the opening FMV sequence. It commences with calm and concludes with a disturbing shot of a nuclear winter.**





**ABOVE: Whilst you are in combat mode, targets will appear on screen. Green denotes friend, red equals foe.**





**FROM LEFT TO RIGHT: The vehicles and almost everything else that represents your army is coloured in green to make war easier; there are three different terrains for you to plough your cause over. Desert, urban wasteland and rocky mountain; each of your vehicles displays a power bar. This will tell you when a retreat to HQ is required for repairs; you can approach your enemy in any manner. Stealthily advance from all angles or trail blaze into the heart of the unit.**

**"Your whole approach to the game can be governed by your actions. Chase the opposition away and steal their technology or simply construct a large enough army to totally destroy them."**

## Tanks for the Memories

Warzone 2100 is another strategy/action title to appear in light of a recent trend in the genre. With the *Command & Conquer* series and *Wargames* achieving relative success in the market, developer Pumpkin Studios has opted for the same blend of strategy and real-time, combative fighting. To set it aside from the competition, though, they have widened the gaming experience altogether. An impressive array of statistics littered the press release that accompanied this code, from the amount of weapons and vehicles you can create, to the instructions and responsibility you can assign to certain areas of your fleet. Eidos seem to have found the magic formula for yet another big title.

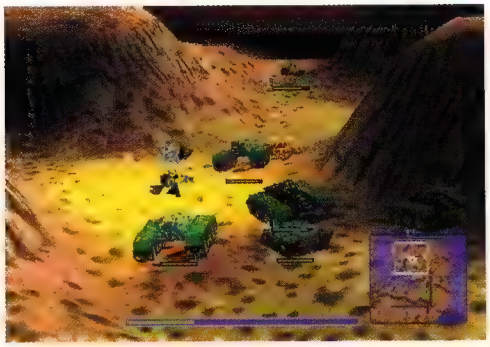
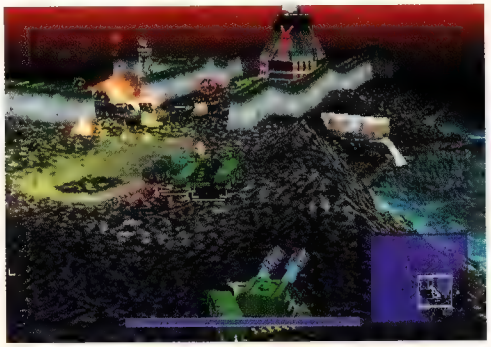
Your mission begins upon a derelict wasteland of the now barren North America. You begin with a selection of tanks and trucks, and a few military buildings that make up your HQ. Many other games of this ilk would have expected you to go searching for rivals, but with Warzone 2100, there is a choice, a chance to apply a strategy. Sure, there are enemies for you to engage in combat with, but the game doesn't assign you to that task alone. You must search for oil pools and natural resources to provide an energy source, building factories that, in turn, enhance your arsenal, even creating radar posts and gun towers. Your whole approach to the game can be governed by your actions: either chase the opposition out of their bases and steal their technology, or simply construct a large enough army to totally destroy them.

## Guns and Roguish

There are only three missions for you to complete, but each are as large as you'll witness in a game of this type. Your first task is set amidst a dusty desert, the second is an urban waste ground and the third is a rocky mountain assault. Again, you can adopt your own strategic fighting style, and again you have the choice of your own path to victory.

Too often, just as we begin to assume a game is good because of the amount of features and playing options it has, the gameplay ruins the overall enjoyment. The saying, promised so much, offered so little appears to be missing with this one however. Each of the pad buttons are used to control a number of different things: vehicles, commandos and playing camera to name but a few. There are icons and windows for you grapple with, but they all seem to be set out in a user-friendly manner so that even the lamest of lame-ass' can understand them.

Overall, Warzone 2100 looks like it could turn a few heads when it's released in '99. And why not, war seems to be a popular pastime for a lot of people the world over, these days.

**LEFT TO RIGHT: The lighting effects are such that they can produce a mixture of different moods. From dull, eerie shaded areas to discoloured holocaustic skies; almost everything in your environment can be completely destroyed.**

### Warzone 2100

***Publisher:*** **Eidos Interactive**

***Developer:*** **Pumpkin Studios**

***Release Date:*** **Febuary '99**

***Game Type:*** **Arcade/Strategy**

**PAL Percentage Complete 85%**

### The Early Verdict

**Warzone 2100: For**

There are very few strategic war games on the market that are so simplistic to understand but exciting to play. A magazine dedicated to this game couldn't describe the endless possibilities it has.

**Warzone 2100: Against**

Yet another post-apocalypse plot. Warzone 2100 has stepped into market confrontation with software that already has an established following. *Command & Conquer* will tell you this isn't such an original game.

**Anticipation Rating 80%**

Fans of the genre will undoubtedly be ordering their copies well in advance of its release date, but in terms of it offering universal appeal... Maybe not.

### Concept Description

Command a band of survivors from a nuclear war that almost terminated civilisation. Utilise research, manufacturing and combat techniques to stave off attacks from rival survivor groups and rebuild the world.

# Oh! The Horror Of

From flesh eating zombies to blood lusting serial killers, the PlayStation has been subjected to numerous movie inspired horrors. Join us as we trace the family tree of blood soaked big screeners, and look at the development of the software. Keep telling yourself; this is just an article, just an article.

# It All

Fear is the strongest of all human emotions, it strikes its victim without warning. The entire body is captured in its icy grip. Movement becomes impossible as you are held trapped by an intense sensation of dread. Although ice cold, your body begins to sweat, the cool precipitation escaping from every pore. The muscles tighten, you grasp your seat as your mouth begins to open, gasping to increase the oxygen supply to heart and brain. Beyond your control, you unleash a scream which emanates from the depths of your soul: the terror has conquered your entire self, you are now under its control. Desperate for release, you cover your eyes, hopelessly wishing to hide yourself from the horror before you. Your stomach clenches, you sit bolt upright, sending your pop corn tumbling into the shadows of the dark auditorium. And finally you are released, freed from the grip of dread as the screen fades to black. You are safe again. Until the next time.

The sheer thrill of being scared is hard to match. The 30 second burst of adrenaline fuelled fear makes the theme park queue worth your patience. The raw shock of the horror movie worth the admission price alone. Feeding the darkest corners of our minds, we lust to experience more, to push ourselves to the limits, to expose ourselves to the ultimate in terror.

## Real To Reel

Horror movies and literature have been tailored to satisfy our lust for a good scare, and since the dawn of computer gaming the development of software has had a close association with all things macabre. From the earliest releases, such as Taito's *Space Invaders* (defend your planet from a marauding race of alien creatures), and Namco's *Pacman* (avoid the unwanted attentions of unfriendly ghosts), the link with horror has been more than simply coincidental.

Realising the massive commercial potential of licensed products, early software companies went about snapping up the rights to the more salacious movies of the time, hoping the success of the original would reflect kindly upon their sales. Two examples of this exploitative use of licence hailed from Wizard Games, released upon the extremely crude Atari 2600. Ironically the proprietor of this company was future schlock movie specialist Charles Band. Their 1982 release, *Texas Chainsaw Massacre* took its lead from Tobe Hooper's now legendary movie, and was marketed accordingly. The tag line screamed the arrival of 'The First Violent Video Game!', and offered the player an opportunity to play as either the blood lusting, cannibalistic, chainsaw wielding Leatherface, searching for a fresh kill; or as a piece of chainsaw bait looking to save their skin, literally. The gimmick proved a great success, and a follow up was hastily released: this time the insults were delivered to John Carpenter's seminal *Halloween.*

The player adopted the role of Laurie the baby-sitter, attempting to thwart the murderous advances of Michael Myers. Due to the limitations of the Atari hardware, these titles, no matter how intriguing, are laughable by today's standards. They aren't very likely to upset anyone's grandmother let alone inspire feelings of dread. In all honesty, even at the time of their original release the games weren't overly inspiring; very much like Band's recent movies, history repeats itself?

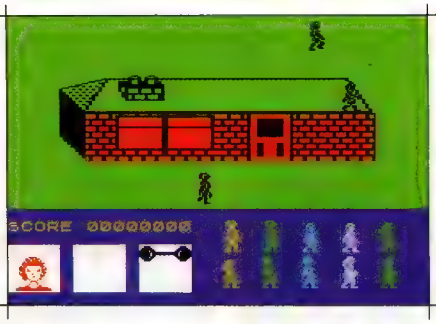
**Epic character driven plots unfold, revealing the inner emotions and motivations of the central protagonist. The narrative expands to engross the player, immersing them in this virtual experience.**

## Pull The Strings

The text based adventures that appeared on the 8bit home computers were a significantly more disturbing affair, headed up by developers CRL unrelated trilogy of horror movie inspired games. Blending more adult language and situations with a limited amount of still cut scenes, their initial foray into this new genre was their loose retelling of Bram Stoker's *Dracula.*

Set in and around the Prince of Darkness' Transylvanian castle, the player became Jonathan Harker as he unwittingly stumbles upon the titular blood sucker. True to cinematic tradition, mimicking both Universal and Hammer, the next title from this enterprising company was *Frankenstein*, based upon Mary Shelley's gothic novel. This disappointing, slow moving title was followed by the vastly superior *Jack The Ripper.* Finding themselves in the frame for the famous Whitechapel murders, the player must prove their innocence by tracking down the real murderous ripper. This was a genuinely disturbing piece of software, whose graphic content and frank depiction of the various murders was most unsettling. The inclusion of the supposedly gory cut scenes only proved to be distracting, the blurry nondescript static images were more annoying to the viewer than offensive. Seeking a marketing angle each of the above was submitted to the BBFC for classification, a first in the videogame industry. The final title in the series was awarded with an 18 certificate, and naturally success followed.

With most of the popular horror icons already making their mark on the software market, the big screen's favourite hockey mask wearing loon, Jason Voorhees, made his first appearance in Domark's 1985 ZX Spectrum title *Friday The 13th: The Computer Game.* Recycling the series' winning formula, at the time production had just closed on the fifth movie, the game placed you in control of a Camp Crystal Lake counsellor in charge of ten youthful campers. As with their movie counterparts, these individuals were lacking in the grey matter and set about wandering the camp, alone and



undeterred by the presence of a cleaver wielding nutter. Again the technical limitations imposed by the Sinclair hardware did not serve the game well, but the atmosphere and overall tone of the title were impressive, and graces it with some nostalgic appeal when viewed today. Jason also made an unofficial appearance, albeit in a more heroic form, in Sega's 1992 arcade release, *Splatterhouse*. A truly blood thirsty affair featuring such delights as acid vomiting corpses, huge flesh eating maggots and rotting zombie minions. Fans of the movie are well advised to venture into the darkest corners of your local arcade and invest 20p in this classic piece of digitised gut crunching.

### Its Alive

Imitation is rumoured to be the finest form of compliment, but it's also a darn sight cheaper than paying for the official rights. Strangely enough it has been in these easily recognisable, but strictly unendorsed, guises that the horror stars have sent real shivers down gamers' spines. Inspired by the success of CRL genre entries and the box office receipts of John Landis' darkly comic *An American Werewolf In London*, came Viz Design's *Werewolves of London*. This 2D platform romp's blatant theft of ideas included the lead protagonist struggling to find a cure to bizarre nocturnal condition, sprouting huge amounts of hair, tearing people limb from limb, and a sequence involving a chase in the London underground. Saved from obscurity by the twisted sense of humour and comic book gore that followed an encounter with the full moon.

UbiSoft's *Zombi* was a far better affair, based upon George Romero's flesh chomping epic, *Dawn of the Dead* - Note: *Dawn of the Dead* was released in Italy under the title, *Zombi* - the supermarket setting was populated by an army of hungry undead and equally nasty Hell Angels. The player, via a first person view point, must explore the various stores, searching for supplies and fuel for, yep, you guessed it, the helicopter sat upon the roof. In a further nod to the movie inspiration, the game also featured a zombie blasting section, viewed through a gun sight. Although lacking the evocative gloom of the movie, *Zombi* remains one of the most literal movie translations and should be tracked down by all Romero fans.

The creeping undead refused to remain in their graves, returning once more to wreak havoc in Konami's SNES romp, *Zombies*, aka *Zombies Ate My Neighbours*; a 3D isometric adventure pitting the player against a host of horror favourites, including ice hockey mask wearing maniacs, cannibalistic chainsaw devotees and of course the living dead. Paying homage to the kitsch genre entries of the late 1950s, with its array of warping sound effects and Sci-Fi movie score, *Zombies* is hardly likely to induce nightmares, but the overall charm and almost innocent approach to the subject matter had this scribe returning to the game long after its natural demise.

### The More Things Change

The advancements in technology and the development of CD storage has played a defining role in the relationship between the software and the movie industries. With gaming taking a more dominate place in our multi-media entertainment culture, last years software sales far exceeded the revenue created from movies, gamers have come to expect greater depth to their titles than comic chappies leaping around the screen. Epic character driven plots unfold, revealing the inner emotions and motivations of the central protagonists. As the narrative expands to engross the player, it immerses them in a virtual experience. One of the finest examples of this inspired sub-genre is Capcom's 1996 release, *Resident Evil*.

Again owing a massive debt to the work of Romero, the fusion of the classic haunted house and marauding zombie scenarios was unlike any game spawned upon any format. From the horrific intro sequence, which proved far too strong for our weak stomach censors who required over ten seconds of cuts before granting the game a release, to the multiple end sequences, the game can only be described as a gruelling experience. The use of static rendered backgrounds allowed the →

**The 1982 release, *Texas Chainsaw Massacre* took its basis from Tobe Hooper's now legendary movie and was marketed accordingly, the tag line screaming the arrival of The First Violent Video Game!.**

## Terror In the Aisles.

**Although our love for horror movies is unfailing, we must confess that the majority of titles available are derivative tosh. What follows is our selection of ground breaking movies, whose influence in both the development of software and movies themselves is unquestioned.**

### TEXAS CHAINSAW MASSACRE

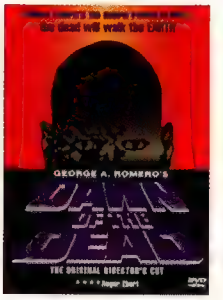
**A gruelling and highly disturbing journey into the dark underbelly of US family life. Director Hopper's static style lends the movie a documentary feel, adding greatly to macabre atmosphere. Surprisingly low on gore but never the less a highly respected piece of horror cinema.**

### FRIDAY THE 13TH

**Lacking the technical flair and eerie atmosphere of *Halloween*, Sean Cunningham's *Friday The 13th* is equally responsible for the development of horror cinema. Blood thirsty and highly exploitative, yet oh so entertaining, it retains the power to shock despite its years.**

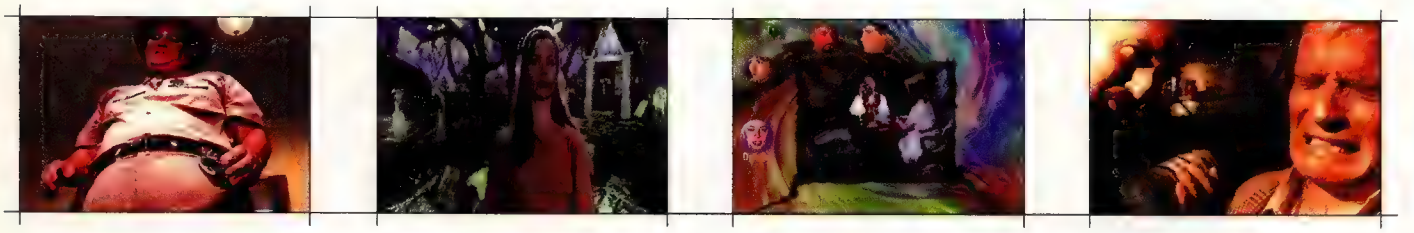
### HALLOWEEN

**John Carpenter's break through independent feature spawned the stalk and slash genre. The masterful use of scope photography and light and shadow makes each frame memorable. Claustrophobic in the extreme, *Halloween* is a true masterpiece, and one to be savoured.**




### DAWN OF THE DEAD

**The second in Romero's *Living Dead* trilogy, *Dawn*'s sombre tone and tragic plot add a further dimension to the catalogue of gore and mayhem. Unlike its many imitators, the movie is not simply an exercise in gory excess but a intriguing character driven tale of survival against the odds.**



developers to compose every frame to enhance the already impressivly cinematic feel. A fittingly bleak musical score combined with the very tongue-in-cheek, in-joke fuelled humour, and *Resident Evil* succeeded in breaking the confines of its genre, with its appeal spanning the entire PlayStation audience. An achievement rarely awarded to their celluloid cousins.

Eager to capitalise upon Capcom's success, enterprising companies followed suit releasing numerous variations upon standing horror staples, would one ever expect such a thing to occur in the world of Hollywood?

The PC found itself ransacked with various alleged interactive movies, *Phantasmagoria* and *Harvester* instantly spring to mind. Having imported various B-Grade actors and employed SFX designers to blood things up, these offerings are initially engrossing, until the player helplessly discovers the crushing limitations of these ill conceived games. The fragmented flow and the CPU controlled interaction leaves the player with little more than a sequence of pleasant but empty cinematic scenes. The PlayStation's only genre entry being EA's very poor *Psychic 'Detective*, which was again a text book case of style over content and deservedly dismissed quickly to obscurity.

### Taking A Slash

Another failed attempt to strike terror into the heart of the gamer was ASCii's *Clock Tower*.

Opting to plunder the slasher movie for ideas, the resulting point and click adventure was a little too familiar for its own good, and failed to create a niche in the market. Having reproduced every cliché that one associates with our big screen virgin killing friends, the alleged shock moments were instantly predictable, removing all fright value. Ironically, those gamers unfamiliar with the slasher movie would find *Clock Tower* a far more entertaining ride than the intended audience of film fans.

Greeted with open arms Capcom's *Resident Evil 2* failed to live up to expectations, offering what was simply more of the same. Undeterred the punters returned in huge numbers, sending the game spiralling into the record books.

Clearly inspired by the sales of Capcom gore-athons, Konami have returned to the horror genre after a five year absence with *Silent Hill*. Its heavily clichéd plot charts the progress of a lost motorist who unwittingly happens upon a seemingly deserted town. Yet all is not as it would first appear, the lead protagonist quickly becomes involved with the zombies and horrific mutants that populate dark corners and dimly lit streets. Steeped in an eerie atmosphere, in keeping with the first *Resident Evil* game, it has already been greeted with much praise and expectations for the finished code are very high; a possible successor for the increasingly dated *Resident Evil*?

As technology continues to evolve at a staggering rate, we are left to ponder the date when computer generated entertainment completely eclipses that of the big screen. Since recent developments have seen the relationship turned upon its head, no longer is the movie screen the inspiration for these slices of digitized thrills, but vice versa. The announcement of a live action *Resident Evil* film has been greeted with great interest by fans of both the game and movie genre. Rumoured to have George Romero in the directors chair, the cycle has gone full circle: the man responsible for sowing the seeds of inspiration for the software will also bring the game to the screen. And if this production is a success, the trend will continue; gamers will take their seat and ponder how the cinema version will compare to the videogame. Until such time, we are left in the eerie company of these gaming horrors, left undisturbed to explore the dark recesses of our minds, seeking the fear we have come to depend upon. Sleep well, and try not to have nightmares.

# Ghost Town

**It's no good just running around shooting zombies, you need to calm down and work things out in your head properly. Unfortunately, your daughter has gone missing. Stress heaped upon stress.**

**Blood, gore, guts and a missing daughter.** And yes, whilst this could be the latest episode of NYPD Blue, it is in fact another one of those wacked-out Japanese ideas for a video game. They seem to have moved away from bizarre but entertaining oddities to full blown, in-yer-face, horror stories that are both frightening and engaging. Silent Hill is one of these games.

But haven't we seen all of this before with the *Resident Evil* series? Well, yes, we have I suppose. But we've had the privillage of playing this game and enjoying almost every second of it.

Everything, from the gorgeously rendered CGI introduction that sets a mood of intrigue and suspense, to when you're in the thick of the action and being stabbed in the leg by zombies, is crafted to scare the pants off you. Or to try and change their colour at least.

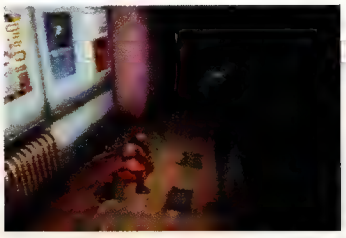
And thanks to that nice CGI intro sequence, the layout of the town you find yourself in, your body movement as you wander around the deserted settlement and the liberal amount of blood, guts and other substances left lying around the place, the game creates genuine concern that you really should find this sweet and innocent little eight year-old girl before something bad happends to her. You really do want to help.

Of course, what exactly is going on remains a mystery. People either know nothing or answer questions with questions, and the books scattered around the place are filled with only the most cryptic clues. It's all incredibly frustrating, but smacks of brilliance at the same time.

In fact, the only problem we found with the game so far, and remember that it's at a very early stage, is the control system. Having searched around for a while, we encountered a few mean looking zombie-type things, but began to have problems killing them. And not because we're not very good at playing games either. They tend to gang up on you unfairly, and the control system (pressing a button to enter 'attack mode') became a little unresponive and helped us to die; several thousand times.

But these are just the sort of developmental glitches that get ironed out by good game testing, and we can't imagine that a game as potentially as good as this could be ruined by something as silly as the control system. We're looking forward to it, and you should be too.

**"...Of course, what exactly *is* going on remains a mystery. It's all incredibly frustrating, but smacks of brilliance at the same time."**



**FROM LEFT TO RIGHT:** Out of bullets? Never mind, until you find some more you can use this rather nifty, but incredibly heavy steel pipe; if you don't like it up close and personal, shooting people in the head until they lose all their blood might be the tactic for you; one dead zombie creature and bucketloads of blood. You did that. Now how do you feel? To be honest, probably still just as terrified.

## Silent Hill

***Publisher:*** Konami

***Developer:*** In-House

***Release Date:*** June '99

***Game Type:*** Survival Horror

**PAL Percentage Complete** 50%

## The Early Verdict

### Silent Hill: For

This is a genuinely spooky, atmospheric and frightening game that has a more subduded style to provide nerve-tingling suspense.

### Silent Hill: Against

I hate to nit-pick at such an early stage, but the control system needs tigthening up to make it more responsive. And we've all played Resident Evil to death.

### Anticipation Rating 75%

We reckon you're going to be screaming for this come the summer of 1999. And we're usually right about these things.

## Concept Description

Resident Evil with a slightly more suspenseful and cerebral edge.

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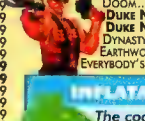

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# Played and Rated

[52] - FIFA '99 [58] - Akuji The Heartless [60] - Tomb Raider III [62] - Knockout Kings [66] - Kensei: Sacred Fist [68] - Bushido Blade 2 [70] - All Star Tennis '99 [71] - Devil Dice [72] - Michael Owen's World League Soccer '99 [74] - Brian Lara Cricket [75] - Dodgem Arena [76] - Rival Schools [78] - SMALL REVIEWS: Croc, Apocalypse, Bust-A-Move 4, Constructor

## Is it a bird? Is it a plane?

The final ratings awarded to games in STATION are presented as percentages. We have chosen this system for two reasons: it's the industry standard and research has shown it's the preferred method of scoring for both consumers and retailers alike.

**90-100%**
Instead of getting a Superman style S on your shirt, any game with this score will end up with a coveted STATION Triple-A award.

**80-89%**
Much like the Hulk, games that don't quite make it to award status could end up being a little bit green with envy.

**70-79%**
This kind of game has everything. It's just a flaw or two that makes you fly into a Wolverine berserker type rage.

**60-69%**
There's something tragically wrong here but there's also something to commend. Yep, you've guessed it, we're talking about Spiderman.

**50-59%**
It could be flashy on the outside, just like Iron Man's suit, but when you get to the heart of the matter, it's all gone horribly wrong. See Tony Stark.

**40-49%**
A bit of waste of space with some seriously obvious problems. Very similar in fact to the Human Torch trying to 'Flame On' during an eclipse.

**30-39%**
There's one feature here that we quite like but apart from that it's essentially useless. A bit like Professor X who has a great telepathic mind, but is stuck in a wheelchair.

**20-29%**
It's all gone out of the window and might just be a cash-in. Similar to the way the Invisible Girl joined the Fantastic Four because she was cute.

**10-19%**
Completely pointless and as useful as a chocolate teapot. This is the gaming equivalent of Wonder Woman's truth rope.

**0-9%**
This could be a couple of sandwiches but someone forgot to pack the rest of the picnic. It looks like the Molecule Man has turned into a hermit again.

## Trust the Triple A

The Triple A stamp is our personal guarantee to you that this game means business. We promise that everyone – apart from the most pedantic buffoons – will reap months, if not years of enjoyment from it. The gameplay is unsurpassable, the visuals put Leonardo Da Vinci to shame and the sound has been lovingly caressed by the ghost of Amadeus. Perfection is subjective, therefore a perfect game can never exist, but a Triple A award is as close as it gets.

## Talking Pages

Here is a quick guide to what to expect on the pages of STATION's Played and Rated section:

**SCORE**
This is what you're looking for. This is the country's most respected PlayStation magazine score: 100% unofficial, 100% unbiased, 100% honest!

**PLUS/MINUS**
Two reasons why you should consider this game, two reasons why you should be wary.

| | |
|---|---|
| + | In-depth and thoughtful gameplay. |
| + | Superb Eastern soundtrack. |
| - | The camera comes unstuck at times. |
| - | Some frustrating gameplay elements. |

# Played and Rated Index


52 **FIFA '99**
"...one of the most playable and instantly accessible football games around."

58 **Akuji the Heartless**
"Exactly what all games would be like if we lived in an ideal world."

60 **Tomb Raider III**
"...it's a gameplay godsend and will enthrall even jaded Lara haters."

62 **Knockout Kings**
"...you might get some fun out of it."

66 **Kensei: Sacred Fist**
"Kensei is a good choice, mimicking the control system of Sega's *Virtua Fighter* series..."

68 **Bushido Blade 2**
"...falling some way short of the standards that have now been set for the genre."

70 **All Star Tennis '99**
"As a simple simulation the title succeeds, delivering a close reproduction of the sport..."

71 **Devil Dice**
"...the main thrust of the game is a multiplayer battle or a single fight against a level with ever-appearing dice."

72 **World League Soccer '99**
"...a game for both football enthusiasts and fans of the original."

74 **Brian Lara Cricket**
"...comes whole-heartedly recommended."

75 **Dodgem Arena**
"...the future sports action shines through and proves that things aren't all that bad."

76 **Rival Schools**
"...not as inspiring as *Tekken 3* but still good enough."

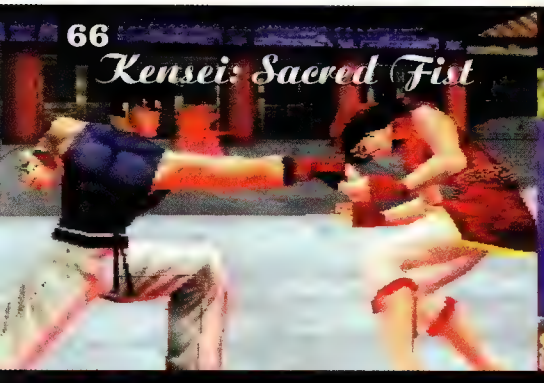
78 **Small Reviews**

APOCALYPSE
"...great for releasing pent up aggression."

BUST-A-MOVE 4
"...still the game that we know and love."

CONSTRUCTOR
"...artificial intelligence soon gets frustrating, rather than endearing."

CROC [PLATINUM]
"...it's squarely aimed at kids."

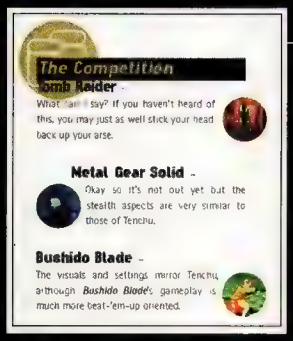
### FIFA '99
As we come to the end of another year we come to another installment of the FIFA series, hot on the heels of World Cup '98. Just how many improvements can they make to the game?

### AKUJI THE HEARTLESS
There's more than enough horror and gore in today's PlayStation games, but we've never experienced the hypnotic power of voodoo. It's fair to say that we're impressed.

### KNOCKOUT KINGS
Boxing fans must despair at the lack of good games they can play, and even though with EA Sports' latest attempt you can choose from the greatest boxers of all time, it's still too flawed to knock us out.

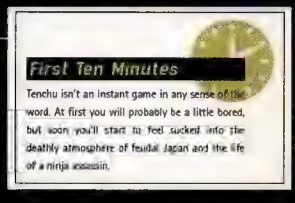
### KENSEI: SACRED FIST
As a PlayStation owner you know that there's more than one beat 'em-up desperate for your attention. It has a less hectic and more *Virtua Fighter* angle than the full-on *Tekken* style, and we're quite taken with it.

**ICONS**
Does the game utilise any peripherals: steering wheel, Dual Shock pad, memory card etc.




**THE COMPETITION**
Life is full of choices. Whatever the review score, there may be an alternative to the game in question, and this is where you will find it.

**FIRST TEN MINUTES**
Do first impressions really count? Is it love at first sight or instant repulsion? Find out here.

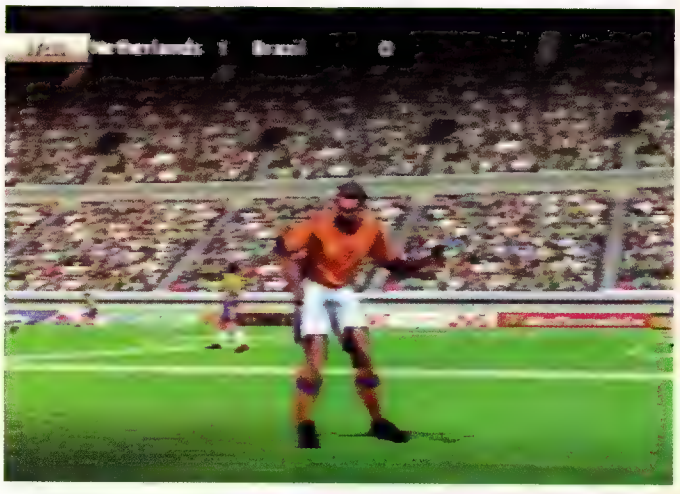


# THE HISTORY OF FIFA SOCCER – FROM THE MEGA DRIVE (FIFA SOCCER) TO THE PLAYSTATION (FIFA '99)

## THE SECRET OF THEIR SUCCESS

Five years ago the original *FIFA Soccer* was thrust upon an awaiting public. Since then it's become the most popular video game version of our national sport. And with *FIFA '99*, the latest incarnation of this immensely popular series of games, on the streets now, we thought it would be a good idea to trace the history of the game, to see how from the very first version for the Mega Drive the game has grown, expanded and, more importantly, improved.

Or has it? Is the latest version immeasurably better than the original? Does the use of new technology like motion captured players and commentary from John Motson really make for a more interesting experience? Well, that's what we wanted to know as well. But where to start? At the beginning, I think...



## THE HISTORY OF FIFA SOCCER - FROM THE MEGA DRIVE (FIFA SOCCER) TO THE PLAYSTATION (FIFA '99)

### IN THE BEGINNING

It's no understatement to suggest that the Mega Drive desperately needed a decent football game. It had *World Cup Italia '90*, which was awful, and that was it. There were other football games in development (*Sensible Soccer* to name just one), but nothing with quite the weight behind it like *FIFA Soccer*. We were tantalised by the drop-dead gorgeous screenshots and by the promise of outstanding playability. All of which turned out to be true. It was also the first time a football game had been viewed from a strange isometric perspective to give it that live television look.

The game wasn't perfect by any stretch of the imagination, and suffered from some animation glitches, a slightly disappointing one-player mode and a collision detection system that sometimes meant you'd kicked the ball away before it had even got to your feet. But even despite these flaws the game was incredibly well received and from release started its reign as the supreme console football game.

Almost immediately after the release of the game, well a few months after anyway, people wanted to know if and when there was a sequel due. And, of course, there was. With more and more people buying consoles, especially around Christmas (and not to mention the interest in the 'real' football championships going on around the country), Electronic Arts quickly settled into the formula of creating and releasing updates of *FIFA* by the end of the calendar year. And so in December 1994 the first of many updates, *FIFA '95* was unleashed.

**"Everybody knew that a football game using the new technology could be the best thing since sliced bread."**

## SALES TO THE WORLD

FIFA Soccer is a huge franchise. And its been top of the Christmas selling tree for the last five years. Impressive? You betcha, and that's just in this country. But what does that mean exactly? Well, it always looks more worthy if we're talking numbers.

For every FIFA game release (see the box detailing all the release dates if you want to know more), there have been a total of, are you ready for this? 15 MILLION SALES WORLD-WIDE. That's about £600 MILLION in revenue. And you don't need me to tell you that that's a lot of money. Oh, and out of interest, the PlayStation accounts for about 4.5 million sales of the total.

And EA expect to sell about 2 million more copies of FIFA '99.

LEFT TO RIGHT: **Here's an example of the differences between the first version for the PlayStation, FIFA '96, and the newest version, FIFA '99. You'd have to say there's a bit more detail in the newer version really, wouldn't you?**

Nothing too radical was done to the game, after all the original had been well-received publicly and critically, but being an EA product it was polished to the extreme. The gameplay was made more realistic and moved slightly faster, and as with other EA Sports games of the time, such as *EA Hockey* and *John Madden '95*, just slight improvements were made over the previous incarnation to tempt people in buying it yet again. Astonishingly people did and the game once more sat on top of the sales chart at the busiest time of the year.

## FIFA: THE NEXT GENERATION

The biggest change for the FIFA licence was to come in 1995. After the buzz and final official release of the PlayStation, one of the biggest and most eagerly awaited games was *FIFA '96*. Everybody knew that a football game using the new technology could be the best thing since sliced bread. Whatever the reason, *FIFA*, for the first time in its history, fell flat on its face. Although visually the game delivered what people expected (the new and sexy TV camera angles, gorgeous colours and full 3D stadiums), the translation of the gameplay suffered immeasurably. Flowing passing movements became predictable, tackling was horrendously mistimed and things just didn't hang together. But it was a football game, and mainly thanks to the other formats still being published (SNES, Mega Drive etc...), the game still sold more than anything else. It's just that the PlayStation version didn't set the world alight as everyone had hoped.

**"Of course, there's a Gazza in the England squad and [illegible] couple of months before squads were announced, so we can't build them up on that point."**

## DEVELOPMENTAL TALK

If there's a couple of people you need to talk to when talking about the world of FIFA Soccer, then it's got to be Bruce Macmillan, now Managing Director of EA Studios Europe and creator of the FIFA Soccer Series and Marc Aubanel the executive producer. We did and asked them a few questions about FIFA...

**Question:** Would you agree that the initial 'Next Generation' consoles (such as the PlayStation) versions of FIFA ('96 & '97), failed to live up to the expectations set by FIFA International Soccer and FIFA '95 on the Mega Drive?

"Actually I think most would agree that FIFA International Soccer 300 exceeded! Once we had moved on to FIFA '96 PlayStation the idea of a 3D sports game was no longer new. For FIFA '97, our competitors came back with some truly remarkable software and we definitely were not leading at that time.
As for FIFA '98 and '99, well they speak for themselves, and I think its obvious who's the leader in football products and arguably the sports genre."

**Question:** With Virtual Stadiums, the introduction of commentary and motion capturing, football games have embraced new technology very quickly. Which of these has been the most important and why?

"...Allowing full control and unlimited animation potential in 3D animated players gives us a palette that is as vast as ones imagination to take advantage of. Look at the animation in FIFA '99 vs. FIFA International Soccer SEGA."

**Question:** Why EA Canada for a game about football? Why not in England or Europe?

"The team at EA Canada has one of the best reputations for coding sports games. It made sense to bring in our best coders to make FIFA. To this end we worked on the first FIFA title, FIFA International Soccer with producers based in the UK."

**Question:** When did you first use motion capturing and who was used?

"With EA Canada our first product and experience was 4D Boxing in the late 80's. On FIFA, a full set of motion capture moves was introduced in 1995 in the UK with David Ginola – and in Canada with Carl Valentine, along with a host of other professional football players during that period."

## IT'S ALL IN THE NAME

There's been quite a few FIFA releases since the very first title, and just so you know when and on what format, here's quick rundown on each release.

FIFA INTERNATIONAL SOCCER: Mega Drive 17-Nov-93, PC 17-Nov-93

FIFA INT. SOCCER: PC-CD 25-Jul-94, Mega Drive 11-Nov-94, 3DO 11-Nov-94, Amiga 13-Jan-95

FIFA '96: MegaDrive 27-Oct-95, SNES 3-Nov-95, PC-CD 10-Nov-95, PlayStation 11-Dec-95, Saturn 22-Dec-95

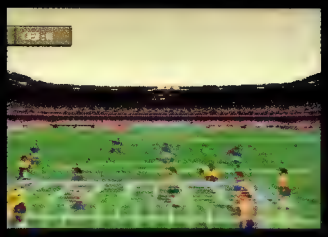
FIFA '97: MegaDrive 15-Nov-97, PC-CD 15-Nov-96, PlayStation 22-Nov-96, SNES 29-Nov-96, Saturn 21-Mar-97

FIFA 64: N64 26-Mar-97

FIFA '98: RTWC: PlayStation 21-Nov-97, PC-CD 21-Nov-97, N64 21-Nov-97

WORLD CUP '98: PlayStation 22-May-98, PC-CD 22-May-98, N64 22-May-98

FIFA '99: PlayStation 27-Nov-98, PC-CD 27-Nov-98, N64 27-Nov-98



FIFA '96

FIFA '97

WORLD CUP '98

FIFA '99

With the death of the 16bit consoles, slowly but surely asphyxiating under the pressure of new competition, the focus (also thanks to the delay of the Nintendo 64) was very much on the PlayStation. It was now the force to be reckoned with the in market and people were not only moving to the console and disposing of their old one, but new people were buying into the technology thanks to the legendary marketing muscle of Sony. This might explain why once more, *FIFA '97* sold more than any other game at the busiest time of the year. Because although the game had been improved upon from the dire *'96* version, the game still didn't begged to be played. As the year turned into 1997, the PC market became more games-orientated and the official release of the Nintendo 64, although not having the same impact as the PlayStation release, had the combined effect of making the market for games much more demanding.

And with 1998 the year of the World Cup, Electronic Arts knew they had to pull something out of the bag. And maybe it was because the PlayStation had now become a machine that programmers understood better, or maybe because the money being pumped into the game was increased, we'll never know. But we do know what the end result was. *FIFA: Road To The World Cup '98* or *FIFA '98* if your prefer. And finally, it had all fallen into place.

With the country in a buzz over England's performances during the qualifications and the expansion of the gaming market, *FIFA: RTWC* was outstanding. It played superbly well, had all the options you could wish for and provided everyone with a stunning realisation of what EA could do with the FIFA franchise. And this time around, with the PlayStation being the dominant console and the game being particularly stunning on it, there was every justification once again riding no. 1 in the Christmas charts. But where from here? Well, it's now 1998. And if you travel on the road to the World Cup you eventually arrive there.

And so, in May last year, World Cup '98 was released. Cynically, and probably rightly, you might question the morals of releasing an update after only six months. But this is the biggest competition in the world, and to ignore it would have been a bit stupid to say the least. And anyway, this is an almost perfect re-enactment of the actual championship. Of course, there's a Gazza in the England squad and no Michael Owen, but this was detailed a good couple of months before squads were announced, so we can't hold them down on that point. As for the game, well it's packaged and indeed produced to act as some sort of World Cup souvenir; the gameplay was slightly tweaked and speeded up but we're talking essentially the same game wrapped up in a different box.

And that brings us nicely up to date and to *FIFA '99*. After getting it so right with the two previous games you could be wondering what on earth they could do to make the game much more of an experience. But to find out about that you're going to have to read the following review.

## WELCOME TO FUTUREWORLD

Well, none of us here are related to Mystic Meg (or want to be, for that matter), so we can't say for sure what we think FIFA 2006 might be like. But we can take an educated, or not so, guess.

1: Being able to take a digital picture of yourself and then have it fed into the game, so you can play in it.

2: 3D replicas of every stadium in the league/world – depending on what type of game you're playing. So if you're playing as Manchester United and you draw Barnet in the FA Cup, you get to play it at their ground, with all the problems that entails. Would make playing at Wembley that bit special.

3: Being able to kick one of your team members in the face during training. And then getting away with it.

4: Getting a free six-pack of beer with every game. Or being able to have drunk players on the pitch.

5: Getting virtually interviewed on Football Focus by the lovely Gary Lineker.

6: A pushing over the referee option. Including a getting-off lightly feature.

7: An 'adult' cheat, where you (as the players) or the crowd can shout abuse at the referee.

# FIFA '99

**This summers *World Cup '98* and last years *Road To World Cup* set EA Sports back on track with its FIFA series. Can the third game this year keep the ball rolling smoothly?**

**FROM LEFT TO RIGHT: The sliding tackle is the easiest way to dispossess the opposition, perhaps too easy though; some of the goal celebrations are highly amusing. Here the Argentinians play red arrows whilst the Dutchman thinks he's John Travolta.**

## Fifa '99

***Publisher:*** Electronic Arts

***Developer:*** EA Sports

***Release Date:*** Out now

***Game Type:*** Soccer Sim

***No of Players:*** 1-8

***Price:*** £39.99

**How fast!?** I'm the first to moan when a football game is too slow. You know, the players feel like they're running through a Florida swamp and the ball takes a trip to the corner shop before it arrives at it's destination, but FIFA '99 has taken it to the other extreme of momentum. Even on the slowest game setting FIFA '99 plays like its been injecting pure amphetamine sulphate whilst driving a Jaguar XJ220 on the German Autobahn. Luckily, though, after a little play it shouldn't be just the Speed Freaks and Velocity Demons that will enjoy FIFA '99.

Get over the initial shock of just how fast FIFA '99 is, and an exceedingly good soccer game breaks free from its pace related constraints. It does retain a few problems to do with its excessive speed though: making weaving runs is almost

## First Ten Minutes

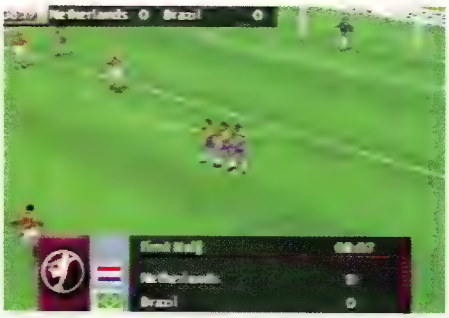
The first five minutes is spent wondering how it's possible to actually make a football game run this fast whilst the next five minutes are spent wondering why the hell they've made it this fast. It takes some getting used to at this speed but does provide an exciting game of soccer after a while.

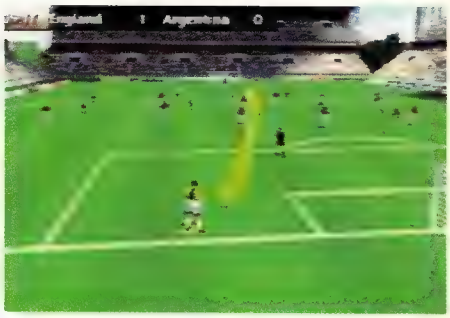
**LEFT AND RIGHT: After an attempt at atmospheric meaningfulness, the intro cuts back into some superb soccer action which looks to us as though it uses the game engine to great effect.**

## Compatibility

## Sweet, sweet music...

**Worthy of note, but not because EA have really done anything special is the background music on the menu screen of FIFA '99. Fatboy Slim sells his 'Rockerfella Skank' track to the devil and Justin Robertson's Lionrock do a dodgy deal with their immense 'Rude Boy Rock', amongst a whole plethora of other top tunes. Of course it doesn't take anything but a wad of cash to buy music in but there's no denying that FIFA '99 sports at least two of the best tunes from over the last year or so.**





**LEFT TO RIGHT: The replays, although good looking, suffer from the same problem that plagues almost every other soccer game – they're not long enough. When watching a replay you want to see the build up to the goal and not just the few seconds before it hits the back of the net; Both the free kicks and goal kicks are lined up using an arrow which can be bent in almost any direction. However getting the perfect curve and spin on the ball will take you a long time to master.**

impossible, because the other players are onto you so fast; the skill mode ends up neglected, because you haven't time to think about using it; changing players is problematic, because you always seem to be a split second behind what's going on. Nevertheless, FIFA '99 still somehow manages to keep you glued to the screen.

## Speed Down

This is down to the sheer accessibility of the game. Even at this speed, and with the problems detailed above, it's possible to have a smooth and flowing game of soccer. The problems niggle but they are hidden by the frantic soccer action on screen. Especially in a multiplayer game. End to end action is 100% on the cards and you'll never run into a tedious Glen Hoddle's England style performance so you'll never find yourself getting bored.

FIFA '99, like any FIFA game is extremely eye pleasing. All of the kits from all of the international and club teams are here in all their glory. The colour is prominent and not washed out (as seen in some soccer games) and the players are as solid as you'd expect at this stage in the PlayStation's life. Particularly good looking are the oft humourous goal celebrations where the players will do anything from aeroplane impressions, to jumping over the barriers, to falling to the ground in a heap with their team mates.

**MAIN: Most penalty kick sections on football games provide extremely poor goal keeper control. FIFA '99, however, has the most controllable goalie we've come across on a soccer game.**

## Virtual Stadium

Of course, EA's Virtual Stadium technology is in place, so as well as smooth action on the pitch, the whole game has a cup final atmosphere that is rarely matched by other football games. Part of this comes from the chanting crowds that actually react to what is happening in the game, but it's also down to the sheer size and variety of stadiums that you get to play your ninety minutes in. The icing on the cake though is the superb commentary that is, admittedly, obligatory in a football game, but very rarely is it as varied and interesting as on FIFA '99. Des Lynam, John Motson, Chris Waddle and Mark Lawrensen provide an exciting funny commentary that suits the game perfectly. The CPU very rarely gets the commentary wrong so don't worry about being told you've scored, when you've simply won a free kick etc.

FIFA '99 will be Christmas number one. Well, probably; but I do have to stress that it's not the best football game on the PlayStation. Ridiculous speed and all else aside though, FIFA '99 is still one of the most playable and instantly accessible football games around. The crisp clear graphics and superb 'on the terrace' atmosphere backs up the gameplay, meaning that for the second year running, if you got a FIFA game in your stocking on December 25th, disappointment wont be a feeling you had on Christmas day.

## The Competition

**Actua Soccer 3** - More simulation than *Fifa '99* but not as instantly playable.

**Michael Owen's WLS '99** - Easier and better looking than the original game.

**ISS Pro '98** - Very different from *Fifa '99* but undoubtedly the office favourite football game.

Rated by Saul Trewern

**PLAYSTATION**

Not the best but certainly a very playable and good looking soccer sim.

\+ Extremely accessible.
\+ Great in multiplayer modes.
\- It's just too damn fast.
\- The action some times stalls after a shot on goal.

OUT OF 100

**90**

# AKUJI THE HEARTLESS

**If you're going to win the safety of your woman whilst trapped in a voodoo limbo, you've got to have a certain spring in your step. And that's exactly what heartless Akuji has...**

**Akuji The Heartless**

**Publisher:** Eidos Interactive

**Developer:** Crystal Dynamics

**Release Date:** Feb '99

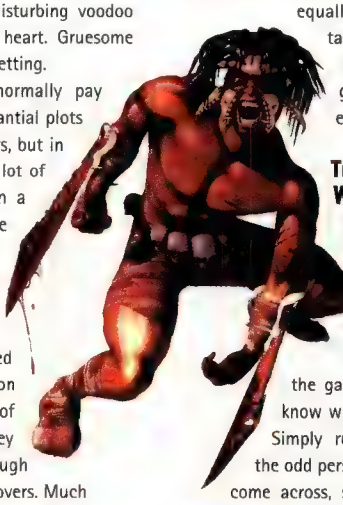
**Game Type:** 3D Action Adventure

**No of Players:** One

**Price:** £39.99

**Ouch! Surely that must have hurt.** Akuji has lost his heart. Literally. In a beautifully explained intro sequence, you see a bizarre and frankly disturbing voodoo ritual, involving said heart. Gruesome and definitely mood setting.

Now we don't normally pay attention to circumstantial plots and strange characters, but in Akuji the Heartless a lot of time, effort and even a great deal of the game revolves around the background and feelings of Akuji. This sense of character is enhanced by the interruption throughout the game of the key players as they instruct Akuji through brilliantly acted voiceovers. Much has been touted about this game and the use of Richard Roundtree (or Shaft as he's fondly remembered) with his rich vocal talent; but other voices are equally impressive and take the game on a route most other games wouldn't even try to follow.



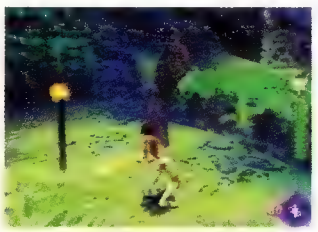
## Tiggers Are Wonderful

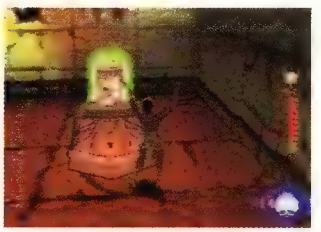
But enough of the presentation, let's get down to the nitty-gritty. We've all seen this type of the game before and we know what the job entails. Simply run around, attack the odd person or creature you come across, solve physical and mental puzzles and move onto the next level. It's not just a case of how well you make the game play or look anymore, you need that something extra to make you stand out. *Tomb Raider* plays up to the Lara Croft character and provides huge levels and intrigue to make it work. Akuji takes a different perspective. We've pointed out the lengths the game goes to in order to create an enthralling story, but it backs it up with convincingly designed levels inside the bowels of the earth, and Akuji looks great. And he moves well, too.

From the first time you set him in motion, and notice the endless bounce and energy in his legs, there is a convincing feel that this man can do the job. Then, as you progress and game puts different obstacles in your path, you discover new moves and techniques that excite and become more useful later in the game.

## First Ten Minutes

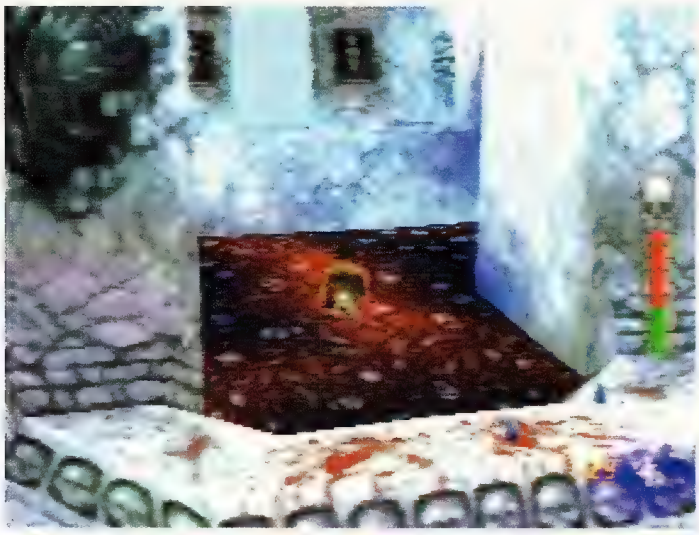
Start playing and within a couple of minutes you're running around and solving puzzles like you've been playing Akuji all your life. Then you learn a new move and get a chance to use it. And again. From here on in you'll be playing until you finish.

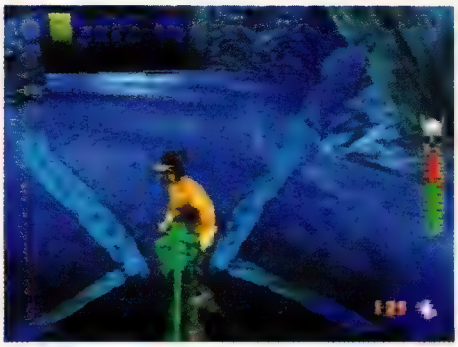




**FROM LEFT TO RIGHT: This big, plant-like creature, pops out of the ground to surprise you. It does, but it's quite harmless; don't be fooled by the bulk of this hideous creature, he can pounce like a panther and really hurt you; place these stones in the right places and more doorways will open. A good pray doesn't go a miss, either.**

## Compatibility





**BOTTOM LEFT TO RIGHT: And here's another close-up on the demonic version of Big Bird from *Sesame Street*. Scary, isn't it?; these big, ugly birds aren't very agile but they do pack a nasty peck and a half; here's a big close-up of one mean looking dragonfly. Terrifying, but fortunately for Akuji, not very sword-resistant.**

It's a good example of a game that grows upon you as you play. And, as I've already mentioned, it looks top class as well. The graphic engine is faultless and shifts around the camera angles with ease. The animation and look of the endless stream of demons is great and even the huge first end of level boss moves around like he's just left kindergarten.

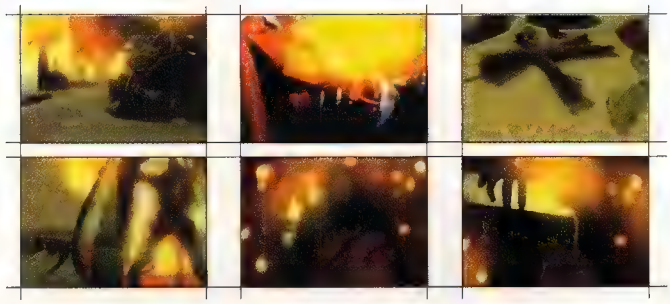
### No More Gore

In fact it's hard to find anything at all wrong with Akuji. Every problem I encountered quickly became solvable with a little lateral thinking or familiarity with the control system. Possibly the only set back for the game when it tries to woo the public will be its lack of action or gore. Apart from some odd scenes or the end of level bosses the game isn't pumping with action. But then, this is a minor niggle and we're not supposed to be in a *Resident Evil*-like gore-fest anyway.

What it most definitely is, is a pacy, intriguing and well-produced adventure with one or two special little features that make it extremely interesting and highly enjoyable to play. Invest in Akuji and although you wont be buying into the 'next big thing', you will have bought a first class example of a game and a great deal fun trying to get through to the finish. Exactly what all games would be like if we lived in an ideal world. We don't and that's what makes Akuji the Heartless even more of a joy.

## Voodoo that you do-do

**As we game design progresses, the cut sequences are becoming more and more complex. With Akuji, we're not only treated to some brilliant graphics, they also set the mood for the whole game. And they finish with the shot of a heart beating outside a body. And that's cool.**



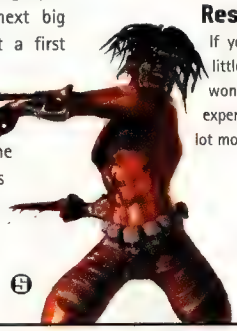
### The Competition

**Tomb Raider III** -

Every 3D action adventure game that involves solving puzzles, collecting things and shooting something will be compared to these. And this is the best game of the series.

**Resident Evil** -

If you're after action and then a little bit more action, you wont find a more bloody experience than this. *Akuji* is a lot more subtle in comparison.



**Rated by Paul Mellerick**

| STATION | + Great looks, a great challenge and bizarre atmosphere. | OUT OF 100 |
|---|---|---|
| Polished 3D adventure with enough bonuses to make it stand out from the crowd. | + Top-class vocal acting to spook you out.<br>- An unoriginal set-up and one we've all played before.<br>- Differing paces may confuse some people. | 87 |

# TOMB RAIDER III
## ADVENTURES OF LARA CROFT

**Lara comes out for a third time and is more famous than ever – is this the ultimate *Tomb Raider* or merely an accessory to commercial merchandise ranges?**

STATION TRIPLE B TITLE

**Tomb Raider III**

**Publisher:** Eidos Interactive

**Developer:** Core

**Release Date:** Out Now

**Game Type:** 3D Adventure

**No of Players:** One

**Price:** £44.99

It's difficult to mention **Tomb Raider** without commenting on the rise of Lara and waxing lyrical about her status as both videogame and cultural icon. But you know all about this already and have probably seen, or bought, the *Tomb Raider* pyjamas, dolls and comics. Lara is a superstar and hyped beyond belief, but we mustn't let her celebrity detract from the game itself.

Instantly noticeable is the fact that Core Design have taken much more of an interest in the storyline. The narative alone girdles the earth, from the Antarctic to the Nevada desert, and combines Indiana Jones action with a plot akin to the *X-Files* film – strange materials and ancient artifacts are

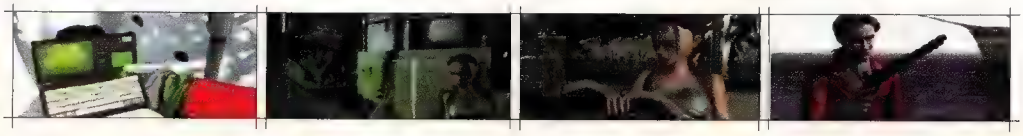
### First Ten Minutes

You're thrown right into the action from the start – after the lengthy intro anyway. As if to confirm all the hype, the levels are gorgeous, but the controls have been changed and Lara is much more agile too.

**ABOVE SEQUENCE: The water scenes are always jaw dropping – from the waterfalls to the underwater view. You can see the rain splashing down on the surface above or around you. Touches like these keep the game that bit special.**

## The Adventures of Lara and Friends

**Tomb Raider III unusually splices rendered FMV with full screen real time antics of the girl Croft between levels. On her travels she meets a collective posse of mentally unstable mercenaries, who, when placed in the jungle location makes everything seem oddly like *Apocalypse Now*. Later cut scenes even involve helicopters. We even receive a précis of the plot of the game from centuries past just to satisfy die hard Lara fanatics.**



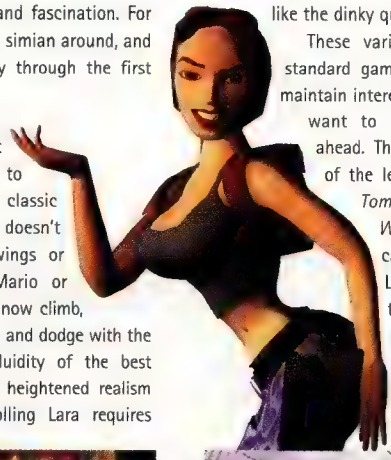
### Compatibility

**LEFT TO RIGHT: The new rocket launcher in full effect – the trailing flare and animation of the projectile in motion is satisfyingly real, but just wait until you see it hit the target; The enemies are more intelligent now, unsurprisingly, this is down to a dedicated Artificial Intelligence programmer working on the game.**

discovered and at one point even Charles Darwin's name is thrown up in the dialogue.

It's basically a hunt for artifacts though, and while the plot is fleshed out, it will remain familiar to most gamers. The first level drops you on a slippery slope deep in the jungle, and unless you make the initial couple of jumps, the mightily endowed one ends up impaled on a collection of spikes. Bugger, you'll say, restart the level and explore the area, only to notice that there are strange things afoot; like monkeys stealing medi packs and legging it. Unidentifiable background noise shuffles and tweets its way from the Dolby enhanced speakers, and although the atmosphere of the original game is recognisable, it oozes yet more intrigue and fascination. For example, follow the simian around, and he reveals the way through the first part of the level.

Without doubt, Lara is the most realistic character to feature in a classic videogame. She doesn't sport a pair of wings or breath fire like Mario or Spyro, and she can now climb, swing, crouch, crawl and dodge with the motion captured fluidity of the best football player. The heightened realism means that controlling Lara requires more skill than before. When using an analogue pad the right stick pans and tilts the in game camera, which you can now move while in motion.



## Lethal Weapon

It's a great concept and doubles up as a targeting system too – pressing it will fire the current weapon, while pressing the left stick is an alternative jump command. Slick moves are needed throughout the game even on the early levels – but there is still Lara's mansion to practice in and explore, complete with toilet, farting butler, and the *de rigueur* gym with assorted contraptions to hone your skills. This doesn't, however, prepare you for the *Gladiators*-like high tension wire that you slide down later, or vehicles like the dinky quad bike.

These variations to the standard gameplay serve to maintain interest, making you want to see what lies ahead. The same is true of the levels – it's like *Tomb Raider: The World Tour 1998* calling at London, Nevada, the South Pacific, infinity and beyond. Monkeys and jungle snakes give way to piranhas, mercenaries and a *Jurassic Park* inspired T-Rex. 'Don't move and stay still. No flares', seems to be the obvious cinematically derived advice.

## Aqua World

21 levels mean that the game is about a third larger than the previous outing, and a world map alerts you to the fact that this game is big. So big in fact, that should you have had this in your Christmas stocking or buy it on a selfish festive whim, you won't be finished by new year unless you've been staying up well past the early hours. The magnetic allure of a new vehicle, such as the quad or kayak, and the graduated degree of difficulty, make blasting through the sumptuous levels as pleasurable a task as you could find. Fans will spot the new weapons and gleefully blast enemies with the Desert Eagle (a grossly oversized firearm) or the rocket launcher. The flare effect from projectiles and shimmering aqua marine colours on the lakes and waterfalls are only a part of the most visually complex and admirable pixels of 1998.

Aesthetically then, it surpasses even the gorgeous *Tekken 3*, and the solidity of the buildings is something that we just don't see in most releases. In essence, Tomb Raider III has become the movie styled equivalent of *Mario*, with added credibility. It's undeniably a classic, even for people who play the prequels back to back. For Lara virgins, so to speak, it's a gameplay godsend and will enthrall even jaded Lara haters.

## The Competition

**Tenchu** –
Supreme oriental fighting in large 3D levels. An atmospheric ninja title that blends *Bushido Blade* with Sega's aged *Shinobi* coin op.

**Metal Gear Solid** –

Not really a direct competitor to *Tomb Raider*, but an engrossing military adventure all the same – due on our shores in February.

**O.D.T** –
Psygnosis try to do *Tomb Raider* and er, fail. Perhaps worth a shot if you've tried everything else available.

**Rated by Richard Melville**

**STATION**

Tomb Raider III is the most satisfying 3D adventure on the PSX. No competition.

+ Massive levels and loads of them.
+ Slick gameplay, especially with a Dual Shock pad.
- Occasional awkward camera angles.
- Some 'unavoidable at first' traps.

OUT OF 100

**93**

# KNOCKOUT KINGS

**Blood, sweat, tears and any coloured shorts you'd like! As with all EA Sports games, this pugilistic contest gives you more options than you could ever ask for. But what does it offer in terms of punching power?**

**Knockout Kings**

***Publisher:*** Electronic Arts

***Developer:*** EA Sports

***Release Date:*** December

***Game Type:*** Boxing Sim

***No of Players:*** 1–2

***Price:*** £39.99

## First Ten Minutes

Rather than enter a one-off fight, I decided to go for the career mode. I liked setting up my own player and choosing how much facial hair he would need to become a champion. The first couple of matches were also quite easy and so therefore lots of fun. Good start.

**Compatibility**

**Eat canvas, dude!** Boxing you see, despite attempts to give it status by using words like 'pugilist', is a sport played by men (and some women) with the sole intent of destroying someone's body and weaving their faces into the ring. It's a harsh sport, and one ripe for a videogame conversion.

There have been many of course, but rather than rant on about that, let's deal with the specifics of Knockout Kings. As with all EA Sports titles, the presentation and amount of options are great. There's a really cool intro with loads of quick editing and loud music, then there's two different types of single matches and a career mode.

### I used to be a Schizophrenic

This effectively splits the game into two entities. In two player mode, two people of roughly the same ability can have many hours of fun specialising their moves, thumping seven bells of stuffing out of each other (with the added bonus of not really having to hit their friend) and generally having a ball. Knockout Kings is great for this, but then most basic two player games are.

Knockout Kings rises above by collecting together the best boxers from three different weight classes of recent history, and then let's you run riot with them. Fancy Lennox Lewis against a smaller, but quicker Marvin Hagler? No problem. It's a great idea and very flexible. Very professional indeed.

But the guts and glory of the game lie in the career mode. Again with options flowing out of every possible pixel you can run riot as you tailor your boxer to whatever specifications you like, from the colour of his shorts to the choice of traditional or Southpaw stance. Ideal for all the great left-handed people out there, like me.

Once you've done that and christened your fighter, you find yourself in the gutter of the world championship rankings looking up at all the rest. The only way to address this situation is to fight your way out of it. But that's not

**LEFT TO RIGHT: A lovely jab there from Lewis. Haggler's starting to feel the weight behind that bulk, how long can he hold out?; for some reason this camera angle looks like you're playing *Doom* or something. This is a complete waste of time.**

**LEFT TO RIGHT: A unanimous decision it may be, but the fight was all mine I tell you. Mine!; power and bulk against speed and stealth. My money's on Lewis; Lewis wins! A bizarre fight, something like Sly Stallone vs Hulk Hogan in *Rocky IV*; work that bag! For only a few seconds work you can reap great rewards.**

easy because you're a bit of a novice. Select an opponent and then train for the fight to increase your power, speed, stamina and chance of winning.

### ...but we're both alright now

All fairly nice and dandy so far, isn't it? A perfect videogame in fact. It looks good, from the intro down to the movement of the motion captured boxers. The commentary is a bit dull, but then this is boxing we're talking about. Still, the shouts from the crowd can liven things up a bit.

And then you start to play. And it's dead easy. All the buttons are easy to find and combinations are simple to compile, you can get in and out easily enough if you get into trouble and before you know it, you've survived three rounds and are declared the winner.

And then you do it all over again, waiting for it to get harder. And it doesn't. After an hour or so, if you're like me anyway, you'll be fifth in the rankings and feeling on top of the world.

Then it all falls apart. Get into the top five and you're fighting ten rounds a match. Even though your power and speed have improved dramatically, you don't inflict any more pain and you don't move around any faster, so what's the point?

Then the fighters start getting incredibly hard and the game struggles to keep up. Now, I'm not one to moan about games and their difficulty, but there are problems here. Judging what's a hit and what's not; taking too long to recover from a blow; the random ability to cause damage to other fighters and many other niggles all catch up with you as the game goes on. I mean, yeah, I was fifth in the world, but I'd never knocked anyone out. All my victories were points wins after I figured out how to use a special move and then back off for the rest of the fight.

As I've said above there's actually nothing wrong with the basics of the game, it's just the mechanics that are all over the place. The speed of the game is all wrong and the involvement suffers once you get higher up the ranks. The two player mode is fun, so steer clear of the computer controlled characters and you might get some enjoyment out of it. Billy No-Mates should stay away.

## The Fight of the Minute

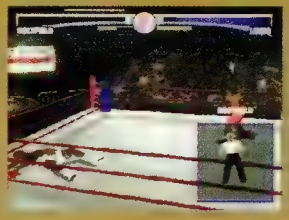
**Until the next big thing comes along, the fight anyone who's interested in boxing is waiting to see is Evander Holyfield against Canadian-Brit Lennox Lewis. We couldn't be bothered to pay to watch the fight, so we created our own. Here's the result.**

**Both fighters look in tip-top condition. This is going to be one hell of a match-up.**

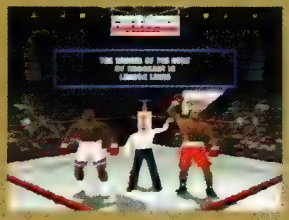
**The tale of the tape is all about statistics, they're impressive bit they don't tell the whole story.**

**It's the old eye-of-the-tiger routine. Stare out your opponent and get that psychological edge.**

**Evander's already taken a little bit of damage, and now both fighters are sizing each other up.**



**Ouch! He never saw it coming and kissed the canvas without moving. He's not getting up...**

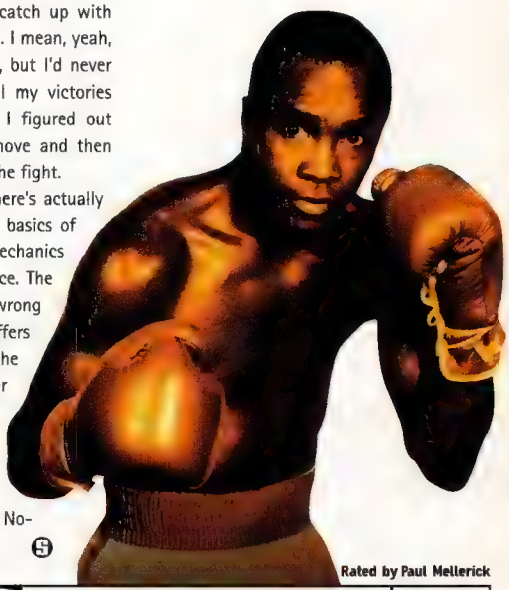


**...and it's all over. Lennox Lewis in the fifth round. Trust us, that's how it's going to be in real life.**

## The Competition

**Victory Boxing** -
Up against this sort of competition really there is no contest *and* there's a bonus management option. A much better game all-round.

**Victory Boxing 2** -
Surprisingly flawed sequel with a couple of graphical glitches and a real lack of options.



**Rated by Paul Mellerick**

**STATION**

Too easy an arcade game, a bit of a waste as a simulation. Most fun for two.

\+ Incredible list of boxing greats. And Lennox Lewis.
\+ Nice and lengthy career mode.
\- Real lack of fighting pace or urgency.
\- Incredibly easy then impossibly hard.

OUT OF 100

**64**

# MAX POWER RACING COMPETITION

## MAX POWER RACING

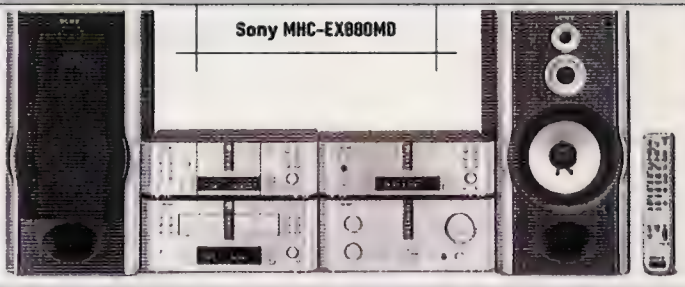
Sony MHC-RX110AV

We bet you like the look of those two stereo systems, don't you? And that's why, in conjunction with Infrogrames and Eutechnyx, we've decided to celebrate the impending release of Max Power Racing. It's a sweet looking racing game that we're going to get our hands on for the next issue. In the meantime, we couldn't turn down the chance to give away some top stuff like this. And not content with one stereo, we've decided to give away two pieces of outstanding kit Check this out.

The first prize is a Sony MHC-EX880MD, which as you can see, is a lovely piece of kit and includes not one, but a three Mini Disc changer and a three CD changer, meaning you can play, record and edit your CDs and Mini Disc to your hearts content. Oh, and it's also bloody loud too.

Second prize, which if it wasn't in STATION would be a first prize, is the Sony MHC-RX110AV, another complicated name for a stunning set-up. This time around we've got Dolby Pro-Logic Cinema Surround Sound (which is phenomenally loud and yet still sounds crystal clear), CD, tape, radio and all the usual top-quality bits and bobs. Oh yeah, and there's a remote control to it as well.

So, what do you have to do to win one of these great and groovy prizes guaranteed to annoy your entire street, let alone your neighbours? Well, there's just one question, but it's a toughy.



Sony MHC-EX880MD

***QUESTION:*** **Our Princely Charming editor Darren has an eclectic taste when it comes to music, but what we want to know is what was the first record he ever bought? Was it...**

***A:*** **Adam and The Ants: Dirk Wears White Sox**

***B:*** **Grease: The Movie Soundtrack**

***C:*** **Sex Pistols: Never Mind The Bollocks**

**Send you answers to:**
**My What Style Comp, STATION, Rapide Publishing,**
**1 Roman Court, 48 New North Road, Exeter, EX4 4EP.**

**The competition closes 28th January 1999**

# KENSEI: SACRED FIST

**The fighting game genre lives on after *Tekken 3*, and Konami's new beat 'em-up offers *Virtua Fighter* style action to PlayStation owners everywhere.**

## Kensei: Sacred Fist

**Publisher:** Konami

**Developer:** Konami

**Release Date:** January '99

**Game Type:** Beat 'em-up

**No of Players:** 1-2

**Price:** £39.99

## First Ten Minutes

After numerous bouts on *Tekken 3*, the pace of Kensei feels a bit slow but there appears to be loads of hidden characters and the two player mode works well. Good intro too.

## The Competition

**Tekken 3** -

This still stands proud as our favourite office beat 'em-up and one of the most accomplished videogames to date.

**Street Fighter Alpha 2** -

It may be 2D but Capcom's most recently available *Street Fighter* game on the PlayStation is a pure dose of arcade atmosphere with the familair cast.

**Dead Or Alive** -

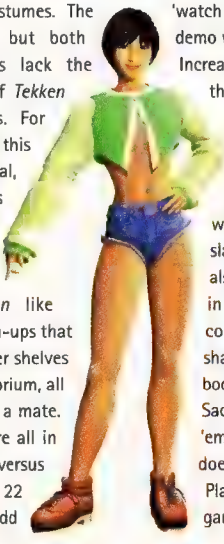
Tecmo's bright arcade conversion used *Virtua Fighter* style gameplay to compiment it's breast bounce obsessed motion capture.

## Compatibility

**MAIN: Crunching impacts make up for the absence of flared punches and light based special effects.**

**When the first rolling demos of Kensei:** Sacred Fist were shown at 1998's E3 show, it was just after the Japanese release of *Tekken 3* and it's fair to say it got lost in the immeasurable media blitz of Namco's new game. Konami have released Kensei: Sacred Fist in the UK in the calm after the storm – everybody who wanted *Tekken 3* either bought it when it was released or got it at Christmas. As an alternative two player game to *Tekken 3*, Kensei is a good choice, mimicking the control system of Sega's *Virtua Fighter* series with only three main attack buttons – punch,kick and throw. Fortunately, the gameplay resembles the dramatically enhanced *Virtua Fighter 2* system. For beat 'em-up novices, this means that most moves are button based and few joypad commands are needed – only the odd tap to the left or right during a linked sequence of attacks.

Graphically, the 3D is smooth and solid, largely because the characters don't have a lot of texture mapping and often wear shaded costumes. The backgrounds *are* 3D, but both characters and stages lack the definition and gleam of *Tekken 3*'s benchmark visuals. For beat 'em-up aficionados this won't matter a great deal, because the combat is where the game excels. This may be because it doesn't directly mimic *Tekken* like countless other beat 'em-ups that wander around the lower shelves of your local game emporium, all lost souls trying to find a mate. The standard options are all in here – training and versus modes, a selection of 22 fighters – but also an odd 'watch mode'; basically a customisable demo where you select the combatants. Increasingly players are interested in the severity of the moves in a new beat 'em-up, and Kensei doesn't disappoint; the throw move can also be used to drag downed people to their feet while unconscious for another slapping. This handy button can also cause players to mount rivals – in a Nina-from-*Tekken* style of course – and snap legs while shattering each of the most precious bodily bones. In summation, Kensei: Sacred Fist is one of the best beat 'em-ups after *Tekken 3*, but that doesn't hide the fact that the Platinum *Tekken 2* still surpasses a game two years its junior.



**Rated by Richard Melville**

| STATION | | OUT OF 100 |
|---|---|---|
| Solid and accessible, it excels in two player mode; a firm second choice to Tekken 3. | + Solid looking characters.<br>+ More grabs and throws than a sumo wrestler.<br>- Lack of complex moves.<br>- Slow pace of play. | 80 |

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# BUSHIDO

**During the early years of the Sony PlayStation,** beat 'em-up games appeared more than other genre. *Tekken* and *Battle Arena Toshinden* stole the primigenial headlines with hordes of characters and introduction of a 3D fighting arena. As the Sony grew in popularity, developers became more accustomed to the technology and began to experiment. *Bushido Blade* arrived as a contender for the genre crown, featuring a collection of weapon-wielding characters, who appeared to have been abstracted from a Japanese drama, and some of the cheesiest sound effects witnessed this side of a 1970s B-movie. Unsurprisingly, *Bushido Blade* enjoyed reasonable success, but that was a while back, and technology has since evolved by several degrees.

## Blade Of Glory

The story is a an epic set among the honourable fighting lifestyle of ancient Japan. Two families, the Sue and the Kagami, have been feuding for years and now, after each have formed their own particular fighting dynasty, the war must come to an end. The Sue had once stolen a famous sword, the Yugiri, from the rival troupe, and the aim of the game is to retrieve that sacred blade and restore peace and harmony to the land.

Although it is basically a 3D Vs title Bushido Blade 2 does have an element of adventure. In one of the many gaming options you must travel across treacherous grounds, disposing of foe in the process, and attempt to reach the

## Bushido Blade 2

***Publisher:*** Square

***Developer:*** In-House

***Release Date:*** Out now [import]

***Game Type:*** Beat 'em-up

***No of Players:*** 1–2

***Price:*** £39.99

## First Ten Minutes

The opening FMVs are quite entertaining and the graphics are a vast improvement on the original, but the fighting action still seems sluggish and a little too predictable.

## Compatibility

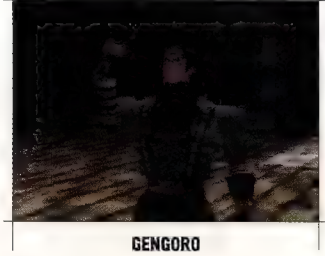
## Blade Runners

**The six main characters of Bushido Blade 2 fight in their own style and with any weapons you choose for them.**

TATSUMI

MIKADO

KANNUKI



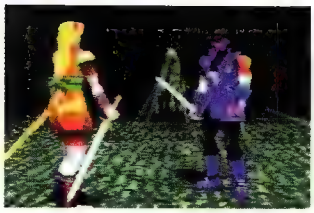
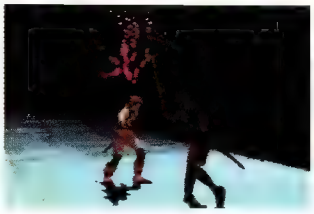
GENGORO

KAUN

JO

**As beat 'em-ups go, the PlayStation has been graced with a quality crop. *Tekken 3* took us by storm in '98, but now an old favourite returns to upset the celebrations.**

# BLADE 2

**CLOCKWISE FROM MAIN: The many play modes include a training section for you to hone your blade-swinging skills; If you are victorious against the end-of-level foe, you get treated to a cut scene, and the story will then further unfold; Bushido Blade 2 is not one to shy away from a graphic, blood-shedding display, and brain fountains are not uncommon.**

sacred temple and that elusive cutter. In each different fighting environment there are many minions for you to grapple with before endeavoring to construct the demise of an end-of-level master. As mentioned before there are other options, from sword training to Vs mode and even a link up choice. These all add to the overall appeal and increase the lifespan considerably.

## Sword Of the Bush

The thing that people who were familiar with the original liked was the fighting style. It was almost as much a strategy game as it was a beat 'em-up. Frantic button pressing in vain attempts to fluke combination moves would have you slayed immediately. *Bushido Blade* was an art form. Your moves had to be controlled and executed expertly and most importantly, with honour. The sequel, I am pleased to inform, has been improved upon in this department as well. Each of your opponents has to be respected, your attack moves have to be thought out cleverly, and as you progress through the game and encounter the harder opponents, patience and control become an extra fighting move. This is clearly the thinking man's beat 'em-up.

In it's own right, this is by no means a poor showing. The graphics are at the high end of the judging scale, the story behind the game has had thought and depth applied and sword fighting is still slightly under-represented on the PlayStation in many respects. The harsh reality is that *Tekken 3* has arrived ahead of its time and it will take something very special to topple it from the throne. If Bushido Blade 2 had arrived ten months earlier, then it may have given us something to rave about, but as it is here in the aftermath, mentioning them in the same breath is hard enough. Overall? A good attempt, but falling someway short of the standards that have now been set for the genre.

## The Competition

**Tekken 3** -
The champion of all beat 'em-ups. Any game of this style that hits the shelves these days has to be compared with this. The 3D classic had us pining in 1998, and we remain undisappointed with the outcome.

**Bushido Blade** -
The original Bushido Blade was a great success when it was released. The strategic fighting style won many friends and made a welcome change from frantic button pressing. Sadly, it is looking a little dated nowdays.

**Soul Blade** -
Some people still rate this highly, even on the eve of the sequel arriving. This was full of Japanese movie clichés, loud sword effects, crazy samurai characters and some mad fighting action. Still holds its own in todays market.

**Rated by Neil Anpray**

**STATION**

**A vast improvement on the original, but Tekken 3 still holds the beat 'em-up vote.**

\+ A great selection of characters for you to fight with.
\+ Requires thought and skill for successful attacks.
\- Not the hardest beat 'em-up you'll ever play.
\- Swords may only appeal to a limited audience.

**OUT OF 100**

**83**

# ALL STAR TENNIS '99

**Anyone for tennis? UbiSoft again try to tempt you onto the courts for All Star Tennis '99. Will it be worthy of centre court at Wimbledon or the bargain bucket at Woolies?**

**All Star Tennis '99**

***Publisher:*** UbiSoft

***Developer:*** Pinnacle Software

***Release Date:*** Out Now

***Game Type:*** Tennis Sim

***No of Players:*** 1-4

***Price:*** £39.99

**FROM LEFT TO RIGHT:** The motion capture is superb, adding a dose of realism to the proceedings; as always, playing with yourself is fun, but playing with a friend is better; of the two camera angles available, the lower is the most practical.

## The Competition

**Smash Court Tennis** -
Namco's 16bit classic served up to the PlayStation masses. Unfairly overlooked due to its lack of next generation thrills, pity.

**Tennis Arena** -
Another attempt at centre court domination from UbiSoft, one of the better tennis games for the machine, but that's hardly a recommendation.

**Actua Tennis** -
Dire simulation, hideously ugly and a complete dog to play. Best avoided for the sake of good taste.

## First Ten Minutes

Having loathed the sport since my childhood, tennis sims have rarely held my interest, and my instant reaction to All Star Tennis '99 was less than optimistic. It's tennis and frankly who cares?

## Compatibility

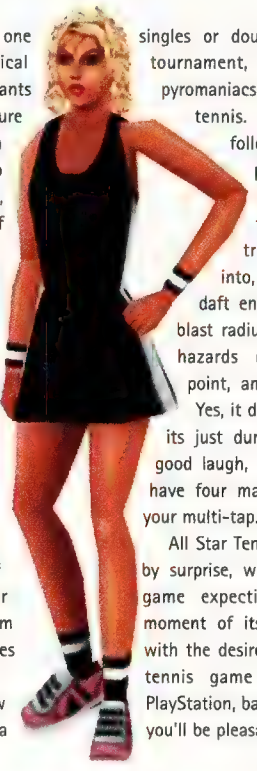
**New balls please,** tennis sims are, with minimal exception, pretty dull. Spending hours striking a ball from one side of a net to the other isn't going to get the adrenaline pumping; not the way putting the winning goal into the back of the net in the final seconds of a virtual cup final is anyway. Although the sport remains popular amongst its loyal fan base, the tiny amount of tennis sims that have made the PSX central court give an indication of developers reluctance to enter the genre. One of the few that have chosen to venture into the grass battle field are UbiSoft, their first offering was the decidedly average Tennis Arena, but their second offering is an altogether better affair. All Star Tennis '99 serves up a surprisingly enjoyable and fast paced slice of on-court action, whilst taking the time to throw in some new ideas and play modes.

The gameplay basics remain true to the traditions of the sport, select a player and proceed to whack one another's balls until the enviable victory is awarded. As a simple simulation the title succeeds, delivering a close reproduction of the sport and better still, an enjoyable waste of empty hours. Enhancing the sense of realism, the product has been endorsed by numerous big name players, although Michael Chang is the only one we've heard of. The graphical quality of the title also warrants much praise, the motion capture and animation of the polygon players leaves one willing to fully suspend the old disbelief, and creates the illusion of watching the real thing.

As with their first tennis romp, Ubi have incorporated a number of special moves and additional play modes to the final code. The former are activated by a series of button combinations, often resulting in a powerful offensive that is near impossible to return. These moves can be handy when the player finds the odds stacked against them, but the sheer trickiness of performing them means that most opportunities are missed.

The gameplay options allow the player to compete in a singles or doubles competition, a tournament, or, for the pyromaniacs amongst you, bomb tennis. This wacky option follows the usual tennis pattern, with the exception that when the ball bounces it transmogrifies itself into, yes, a bomb. Those daft enough to stay within blast radius of these explosive hazards naturally lose the point, amongst other things. Yes, it does sound stupid but its just dumb enough to be a good laugh, especially when you have four mates huddled around your multi-tap.

All Star Tennis '99 has taken us by surprise, we ventured into the game expecting to hate every moment of its company and left with the desire to return. The best tennis game available on the PlayStation, bar none. Give it a spin you'll be pleasantly surprised.



**Rated by James Gale**

**STATION**

Rather pleasing bout of ball bashing, if that's your strawberries and cream.

\+ Slick pace and great visuals.
\+ Nice addition features.
\- It's still tennis at the end of the day.
\- Lacks excitement.

**OUT OF 100**

**81**

# DEVIL DICE

**Die Hard. Die Laughing. Or Die Trying. It's easy enough to figure out that each side of a die adds up to seven. But moving them around so they all match up. How is that going to be fun?**

## Devil Dice

**Publisher:** Sony

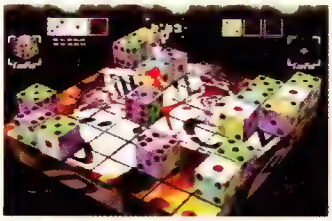
**Developer:** Shift

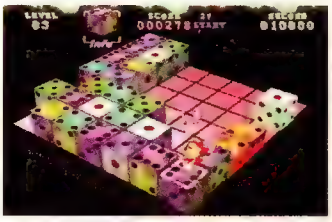
**Release Date:** Out Now

**Game Type:** Puzzler

**No of Players:** 1-2

**Price:** £34.99





**CLOCKWISE FROM MAIN:** I'm not exactly happy about that. I played my heart out, I lose and he ends up scoring a perfect. I don't get it; Another different mode, this time you've got to line up numbers one, two and three before your opponent does. Very hard; This is the one-player bit. Every so often a new dice will appear from out of the ground. This quickly becomes annoying.

## The Competition

**Bust-A-Move 2** -

Not only a great puzzle game, but also one the best PlayStation games. It's a simple idea, constructed to be fun and taxing that works brilliantly in one player and head-to-head two player mode. The top of the tree as far as puzzle games are concerned.

**Kurushi** -

Another great example of a great puzzler. Its simple idea and evolves into a complex game without becoming too much of a headache. You always know you can solve the puzzle if you have just one more go.

## First Ten Minutes

After ten minutes of head scratching my brain is beginning to hurt. Structurally it's not a complex game but the reality of moving dice around a block and getting them to line up is very hard. But play around with the various modes and some success will come your way. It did for me.

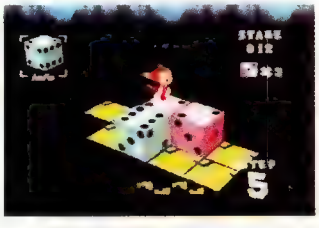
## Compatibility

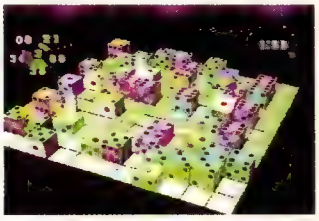
**My brain hurts and I don't like it.** As a rule I quite like puzzle games, especially the odd Japanese ones. You know, games like *PaRappa the Rapper* and even the not-so-odd ones like *Tetris* and *Bust-A-Move 2*. They're usually incredibly simple concepts with really easy gameplay that quickly becomes harder as your abilities get better.

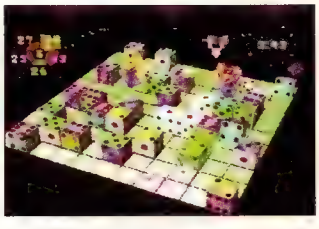
Devil Dice, even though it's a simple idea – stand on top of a die roll it one square at a time and try and match up the numbers so that they disappear – falls down on its mathematical nature. Let me give you an example. You're standing on a die with a three on it, now move two spaces to the right, rotating the dice as you go, then move two places up and then one backwards. Can you tell me what number you'll be standing on now? No, neither can I.

I don't mind games that tax your brain, and even though there is a calmer puzzle section to Devil Dice, the main thrust of the game is a multi-player battle or a single fight against a level with ever-appearing dice. Get four players running around moving dice and getting in your way and the whole thing becomes to hectic to deal with, any strategy you might have goes straight out of the window.

This leaves you with the option of just randomly moving the pad around in a vain attempt to score some points. And more often than not it works. It just seems to me that Devil Dice was somebody's bright idea that somehow ended up going through all the stages of development without anyone saying that it was just too complex to actually be any fun. Not every game idea turns out to be a good one.





Rated by Paul Mellerick

**STATION**

There are lots of mini-games to take part in, but they all seem to be mental torture.

+ Plenty of different game modes to take part in.
+ I suppose it's quite a novel idea. And that's good.
- All the action happens too quickly.
- Way too taxing on the old grey matter.

OUT OF 100

**54**

# MICHAEL OW LEAGUE SOC

**Michael Owen's World League Soccer '99**

**Publisher:** Eidos Interactive

**Developer:** Silicon Dreams

**Release Date:** Out now

**Game Type:** Football Sim

**No of Players:** 1–4

**Price:** £39.99

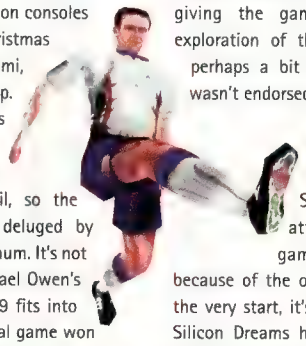
**LEFT TO RIGHT: The shadows cast by the players are nicely defined and makes the 3D look convincing; skill moves can be quickly learnt and most let you weave through the opposition with a gleeful smile on your face.**

STATION TRIPLE A TITLE

## First Ten Minutes

The graphics are noticeably hi-res and the play seems nicely leveled – there's less arcade style play here, which should bode well for fans of a fluid passing game.

**There comes a time** when football games descend on consoles in great waves – Christmas signals a positive tsunami, as does the World Cup. The last twelve months has seen a World Cup and Christmas comes every year without fail, so the PlayStation has been deluged by football releases this annum. It's not hard to see where Michael Owen's World League Soccer '99 fits into the equation. The original game won many fans for eschewing the frantic arcade gameplay found in *ISS* and giving the gamer a more sedate exploration of the sport. But it was perhaps a bit neglected because it wasn't endorsed, unlike this version.



Now, with licence in place, Michael Owen's World League Soccer looks like attracting many more gamers, and not just because of the official sanction. From the very start, it's clear that developer Silicon Dreams have made significant changes to the look of the game. The original had decent animation, but on-the-pitch antics looked spartan and washed out. The sequel in question here gleams with genuine hi-res even before you get past the options screen.

Those options include quick play, but moving into a proper two player game reveals some friendly yet complex formation details, so you can perfect your favourite strategy. Football fans will feel that everything is just a little bit more in place than the brightly coloured stats which dominate *ISS Pro '98*, and the neat organization should curry favour with those who hold a

## Compatibility

**LEFT TO RIGHT: Fouling is a nasty business but it's always fair – the refs seem to be helpfully spot on most of the time; the pace of the game ensures that when crowded situations like this occur, you never really feel flustered.**

# EN'S WORLD CER '99

**The new, improved World League Soccer is here, with assistance from that spritely young goal scorer, Michael Owen.**

**ABOVE SEQUENCE: The ball can be convincingly bounced off your chest or head, but directing it is another task entirely: you can head the ball as a soft touch-on with a simple button command, or a power-header with a more complicated button sequence; the defence keep in formation as the ball in crossed into the area.**

deep belief in the sport. Konami's acid man-esque player pitch guides just didn't seem quite right, somehow.

In game is where the programmers have made the most progress – the simplistic button press combinations of similar games have been absorbed, and it's unlikely that you'll find player moves in *Fifa* or *ISS Pro '98* that you won't find here. You can perform the standard shimmy, prance around in a pirouette-like manner and produce some brilliant bicycle kicks. Each move has a practical use and few are included just for show – two player games are made all the more exciting by this. Useless 'skill' moves have never been much fun, but because the ones in this game are quite decent, fouls look especially painful. Now, motion captured fouls are getting more and more bone-crunchingly cringe-worthy, but it doesn't end with offensive play in this game as Mr Owen himself has submitted to being grabbed for your delight. This isn't the only improved feature in the players looks, other details are also enhanced – like the appearance of shadows on a flood-lit pitch – but although the graphics have a better overall fluidity, it's really down to that high standard of motion capture. Incidentally, should banter interest you, commentary is handled by Ray Wilkins and Peter Brackley.

Aesthetic considerations aside though, Silicon Dreams have managed to produce a game that is just as good as it's immediate rivals in terms of gameplay, but which retains originality, rather than blatantly stealing ideas – many will say that this is the style and quality *Three Lions* should have aspired to earlier on in the year. Methods of goal scoring are varied, but there is a real sense of outwitting the goalie when the ball rolls perilously close to the goal line after rebounding from his chest. Pulling in the opposite direction as you make a pass or a shot adds extra height to a kick, which means long shots aren't out of the question either, and close chips with added swerve are feasible. Fine tuning their goal scoring techniques is something that both *Fifa* and *ISS Pro '98* have only perfected recently, so to be in the vicinity of the major players on this is something we heartily commend the developers for. Michael Owen's World League Soccer '99 then, is a game for both football enthusiasts and fans of the original. It's not quite as good as *Fifa '99*, but with it's in depth approach to the actual art of football, this should delight.

## Michael In Motion

**As Michael Owen did the motions capture exercises for the game, it would be odd not to see a rendered version of the man himself and here he is in polygon form. The developers are keen to point out the improved 'skins' on each player, and although they aren't instantly recognisable, Michael Owen's World League Soccer '99 has the most human looking football stars we've seen.**

## The Competition

**Fifa '99** -
The series rolls on and has arrived at this supremely polished installment. The best Fifa ever, in fact.

**ISS Pro '98** -
Konami's arcade kick about becomes more polished and it's superb looks make it a major contender

**Actua Soccer 3** -
The kit edit options and heavy stats prolong the classic series aided by Alan Shearer.

**Rated by Richard Melville**

| STATION | + Classic gameplay.<br>+ Proper hi-res display. | OUT OF 100 |
|---|---|---|
| A long lasting football game original because it's focused on the sport, not the hype. | - Minimal presentation.<br>- Dodgy crowd animation. | 90 |

# BRIAN LARA CRICKET

**Brian Lara Cricket**

**Publisher:** Codemasters

**Developer:** In-House

**Release Date:** Out now

**Game Type:** Cricket

**No of Players:** 1-12

**Price:** £44.99

## First Ten Minutes

Please, please, give me some paint so that I can watch it dry. Yep, it's so boring that I'd rather watch a tin of Dulux set than play it. But wait, hold on a minute, is that an addictive and at times exciting sports sim shining through? Just maybe...

## The Competition

None

## Compatibility

**The most exciting sport in the world cricket is not, but with Codemasters at the reigns is it possible to turn a real life yawnathon into an exciting and addictive PlayStation game?**

**LEFT TO RIGHT: As with any good sports simulation, Codemasters has added a practice option to allow you to fine tune your bowling and batting skills; the camera pans out to allow the player/bowling side to field easier; even though it's only cricket the detail conatined within the players and ground are of the highest standard.**

### Throwing a googly in the heat of the midday sun

may not be to everybody's taste but there's no denying that cricket is a popular sport. Where the fans actually are is beyond me though, 'cause I've never met any of them. Still, they must be out there otherwise we wouldn't have to sit through hours of county matches on telly every single summer.

You may have guessed that I'm not a fan of a cricket. In which case you may be wondering why it's me reviewing this game. The answer's simple, *nobody* on STATION likes cricket and I drew the short straw.

After playing Brian Lara Cricket though, I'm actually glad that my straw came out tiny, because it's a very good game, believe it or not. I'm not about to be transformed into an Aaron sweater wearing tea drinker by any means, but I must admit that Codemasters have done a great job of turning boring into addictive.

### Howzat!

The gameplay is deep enough to keep the real fans happy (wherever they are), but it also allows people like myself an insight into the lazy summer afternoon world of cricket. You find the hours simply slipping off into the day as you sit down and amble your way through a test match, world cup, season, knockout or classic match. To further spoil you for choice, all of the main cricketing nations are here and the real fans can marinade themselves in stats and cricket info if they so wish.

The almost sublime atmosphere that Brian Lara Cricket creates is helped by the lively, colourful and very realistic visuals. Also offering a helping hand is the sound which consists of some spot-on commentary, with birds and bees style ambience track.

So then, Brian Lara Cricket seems to have it all doesn't it? Well yes but even though a non-cricket fan like myself can enjoy it, I'm not saying that everyone will. Still, if you're after something completely different, then Brian Lara Cricket comes whole-heartedly recommended.

Rated by Saul Trewern

**STATION**

Get over the sponge hammer subtlety, and an involving game ambles up on you.

+ Lush and atmospheric visuals.
+ Plenty of stats and info for real cricket fans.
- It's a cricket game.
- See above.

OUT OF 100

**85**

# DODGEM ARENA

**Forget the sedate ride of the bumper cars because this is the fair of the future, where dodgems are high speed, tooled up fighting machines, and one wrong move could mean more than upsetting a gypsy.**

## Dodgem Arena

***Publisher:*** Black Friar

***Developer:*** Formula Game Dev

***Release Date:*** Out now

***Game Type:*** Future Sports

***No of Players:*** 1-4

***Price:*** £39.99

## First Ten Minutes

Dodgem Arena is fast, in fact Dodgem Arena is blindingly fast. So much so that the first ten minutes are spent bouncing off of walls and other such solid objects whilst trying to actually contain your craft. The game certainly impresses but after a while, most will manage to tame their dodgems.

**CLOCKWISE FROM MAIN: Check out the half-pipe for some superb jumps. You have to get your timing perfect, or you won't even make it to the top; plenty of obstacles can be found around the arenas which makes the going extremely tough.**

## The Competition

**Dead Ball Zone** -

In our opinion, the best future sports game on the PlayStation.

**Streak** -

Although Streak is a racing game, it has the same graphical style and feel of speed as Dodgem Arena.

**Assault Rigs** -

Arena based shoot 'em-up/puzzler. Not that close to Dodgem Arena, but you try and think of something that is.

## Compatibility

**You may never have heard of Black Friar,** the people behind Dodgem Arena, but it's safe to say that their first PlayStation game is not the disaster that, frankly, we thought it would be. On first look, Dodgem Arena is a flawed and tedious game but after a short while, the future sports action shines through and proves that things aren't all that bad.

Graphically, Dodgem Arena is at the lower end of the eye candy scale but this can be forgiven because the game runs at such an incredible speed. A speed in fact, that is too fast at first. The pace at which your dodgem and the computer controlled vehicles skim around the various arena is mind bending. The controls don't initially help either but a little perseverance will pay off in the end.

The basic idea of the game is to get a puck into a constantly moving goal. The arena are all multi-levelled, with smooth, curved surfaces to help you get around. The playing areas have all been designed with spectacular action in mind though; so expect to come across plenty of half pipes, tubes and massive jumps.

Simply getting around the arena and finding that moving goal is a hard job, but you also have to contend with three other tooled up CPU or human dodgems, all out to blow you away and get a puck into the goal. There are plenty of weapons around to help you defend yourself, but you will find yourself mostly going for goal and ignoring the other players. Which is a shame because even when playing three other human players, the game feels like a solo experience.

Dodgem Arena is in no way a remarkable game. However, contrary to what I thought when I first started playing, there is actually some gameplay in there. It might not last long though, which is why hiring it would probably be a better idea than actually buying it.

**Rated by Saul Trewern**

**STATION**

Dodgem Arena provides a massive gameplay rush but the comedown hits too soon.

\+ Fast paced future sports action.
\+ Thumping, perfectly fitting soundtrack.
\- Not deep enough to keep you playing long enough.
\- The game engine could have been a bit more refined.

**OUT OF 100**

**72**

# RIVAL SCHOOLS

**–Oi, Grippa! Four o'clock behind the bike sheds for a scrap.**
**–You're dead, he's well 'ard. Quick, it's Sir! Peg it!... and other such school related shenanigans.**

## Rival Schools

***Publisher:*** Virgin

***Developer:*** Capcom

***Release Date:*** Out now

***Game Type:*** Beat 'em-up

***No of Players:*** 1-4

***Price:*** £39.99

**CLOCKWISE FROM MAIN: Although there are many special moves none of them quite beat this 'spanking a schoolgirl on the arse' move; elements of *Street Fighter* creep into Rival Schools, but there's plenty of originality in there too; a feature called 'safe fall' means that you can get straight back into the action after you have been knocked over.**

## First Ten Minutes

It really doesn't take long to get into the fighting action on Rival Schools. The controls and special moves seem to come naturally but there are plenty of extras to master which should take you an absolute age. Unfortunately, although the visuals aren't terrible, it doesn't take long to work out that they aren't as fluid as some other beat 'em-ups.

**"Fink yer 'ard!?"** How many times did you hear that in your school days? I'd hazard a guess at quite a few. The cast of Rival Schools though, hear it every minute of the day, 'cause this is real lunch-time fighting, and not that Grange Hill push and shove.

New beat 'em-ups rarely offer anything worthwhile over or above the existing crop, but besides a plot that's set around inter-school brawling, Rival Schools does have a couple of ace cards up it's sleeve. First off, instead of just choosing one character, you also get to pick a back-up fighter who can help you during a fight. Use of this Team-Up technique can often produce some astounding results. Your second fighter can also be called upon to battle out the whole of the second bout in a match, which adds a little variety to the gameplay.

### Double Discs

The second ace card is that Rival Schools comes on two discs, which can be played separately. The first disc is called Arcade, which surprisingly is a straight port from the arcade game, story-line included. The second disc, entitled Evolution is the same game but with options and gameplay styles which have been programmed solely for the PlayStation. The Evolution disc offers more than enough options to keep you playing into the wee hours, whilst pushing the old VFM up that little bit further.

### Rival Games

Value For Money aside, is the hand-to-hand combat action any good? Not as good as *Tekken 3* but Rival Schools still offers a superbly playable beat 'em-up that even hardened fans of the genre will find challenging and addictive. There's plenty of far out special moves, as well as a plethora of different kicks, punches and throws, to learn before you can truly call yourself a master of the game. The controls are intuitive, and the reaction time from button press to on screen movement is lightning fast.

The only real problem with Rival Schools is that the visuals, although pretty, just aren't fluid or solid enough. Not in the light of the competition that's out there anyway. The gameplay, however, is fine; not as inspiring as *Tekken 3* but still good enough. A case of good game, better competition.

**Rated by Saul Trewern**

**STATION** — Although no match for Tekken 3, Rival Schools provides a rewarding scrap.

+ Fast and accessible arcade gameplay.
+ Cool selection of characters.
- Not enough depth to match the best beat 'em-ups.
- Visually, not up to it's rivals.

**OUT OF 100: 85**

## The Competition

**Tekken 3** –
The king of beat 'em-ups. No competition.

**Soul Blade** –
Comes close but could never take *Tekken 3* in a bare knuckle bout.

**Dead Or Alive** –
The PAL game doesn't have the bouncy buns of the Jap version. Shame that.

## Compatibility

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# LEGEND

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# APOCALYPSE

**They're four characters best left to Terry Pratchett, Neil Gaiman and Death Metal bands, but the Four Horsemen of the Apocalypse enjoy moonlighting with Bruce Willis.**

**Apocalypse**

***Publisher:*** **Activision**

***Developer:*** **NeverSoft**

***Release Date:*** **Out Now**

***Price:*** **£39.99**

**STATION**

+ Atmospheric graphics and superb cut scenes.
+ Great to play in short, tension easing bursts.

- Lacks real depth and engagement.
- Enemy characters are a push over.

OUT OF 100 **80**

Explosive shoot 'em-up with a plot line to fool Barry Norman, but won't tax the finger action of your average gamer.

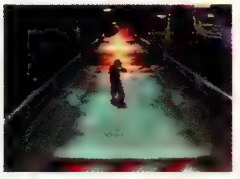
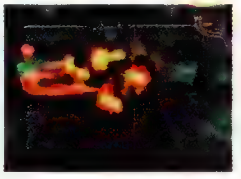
Rated by Adam Oxford

**Death, Plague, War ... and Beast.** Three horsemen of the apocalypse and one rather contrived non-starter. In terms of biblical knowledge I may not be on a par with John Paul, but I am au fait enough to know that the beast in Revelations was not one of the horseman, but the big cheese with all the sixes, right?

Small points of ecclesiastical nicety aside, Apocalypse is a game for the wannabe action hero in all of us. The rather odd multidirectional firing controls may leave you floundering, but is soon mastered, allowing you to put Bruce Willis, the motion captured star of the game, through some particularly impressive dives, rolls and strafes, all guns a blazing. If this were a real movie licence, it would be one of the best conversions yet; but although Bruce looks, sounds, and probably acts a little better than the real thing, without the kudos of a Hollywood feature to add some balls to this cannon, it falls a little short of the mark.

The action is fast, and furious; with the exception of a few quieter platform moments, you're never short of an evil minion to pulp. To counter this abundance of senseless violence, however, your weapons are self targeting, there's a positive abundance of health packs, and the villains do all but lie down and die for you. Most disturbing of all is the relative velocity of their projectile weapons. Slow.

Which means that an unfortunate sense of ennui and a bravura feeling of indestructibility begin to seep in. Without any extra depth – no puzzle solving, no stealth requirements – this game may find it difficult to compete against the current crop of shoot 'em-ups, but is great for releasing pent up aggression.

# BUST-A-MOVE 4

**Like Tetris, there will always be a demand for Bust-A-Move, and a new addition to the family throws a few new ideas into the tried and tested concept.**

**Bust-A-Move 4**

***Publisher:*** **Acclaim**

***Developer:*** **Taito**

***Release Date:*** **January '99**

***Price:*** **£39.99**

**STATION**

+ Highly addictive gameplay.
+ Appeals to huge range of fans.

- No reason to upgrade from others in the series.
- Look for Platinum predecessors.

OUT OF 100 **83**

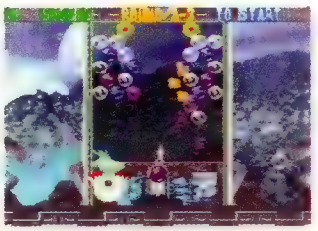
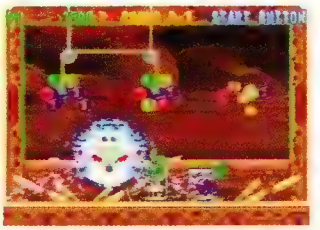
The simplest ideas are the best, and they don't come much simpler.

Rated by Adam Oxford

**If it ain't broke, don't fix it, as they say.** When my student housemate sold his copy of *Bust-A-Move 2*, in order to pay for his daily bread, there was a long period of I'm-not-talking-to-you silence from the lady of the houseshare. Understandable since, while she watched *Tekken* in despair, and turned *Porsche Challenge* into an off-road racer, many was the time she could be found, in a half-drunk stupor at three in the morning, staring at a colourful screenful of bubbles as they moved to crush the freindly dragon at the bottom of the screen. Or at least give him a good soaping.

And it wasn't just three in the morning, either. It could have been any time of the day or night. Parents be warned, it isn't the ultraviolence in computer games that'll turn your kids into anti-social, introverted pixel junkies, it's these highly addictive, cheerful little bastards. No-one quite knows why, but everyone gets hooked.

One feels with the *Bust-A-Move* series, that the designers just kept playing the game, said 'wouldn't it be good if...', stuck it into the original code, and called it a sequel. This makes the additions feel rather cursory. There's more characters to choose from, a level designer and a fiendish new pulley style level (pop all the bubbles on both sides while keeping the whole structure in equallibrium), but overall, this is still the game that we know and love. Every home should have one.

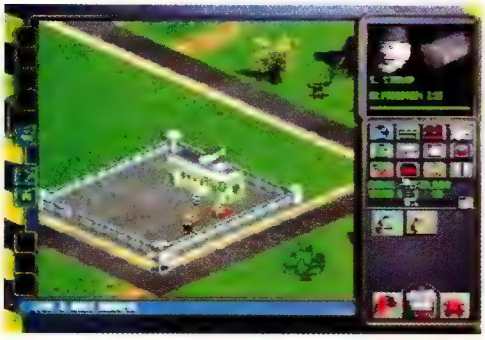



# CONSTRUCTOR

**The strategy world is trembling with anticipation, as *Populous* prepares to make its triumphant return. Will Constructor register on the Richter scale as its mighty bulldozers roll on?**

**Strategy games work on many levels.** *C&C* turned us into armchair generals in the same way that the original *Sim City* made governors, emperors and parish councillors of the unsuspecting. Lured into worlds where the adrenaline was low, but the long term gains high, we stared for hour after hour at a computer screen as a whole new world slowly but inexorably came into being.

The fact that they never quite made the conversion to console gaming has been well documented, but things are changing. The PlayStation mouse is an increasingly popular peripheral, but more importantly the console audience has grown up. Lara Croft first began to appear in broadsheet columns without a note of derision way, way back when *Tomb Raider* was a small depression, waiting to turn into the El Niño we know and love today, and slowly it became fashionable for the quasi-intelligensia to lay down their Kant, and pick up the joypad. *C&C* fed the kindling fire of respectability.



Ok, so I may have over simplified things, but I'm coming to the point. I just don't see where Constructor fits into the equation. It doesn't have the epic scale of the best city sims, nor the playability of other character based strategies, such as *Worms* or *Lemmings*. Your town expands by allocating individual workers to workgangs, and then ordering the foreman to build new houses, workshops etc. The trouble is that although the character animations are excellent, and often amusing in their portrayal, the actual in game graphics lack definition, and the work gangs' lack of artificial intelligence soon gets frustrating, rather than endearing. Gimmicks, like the inclusion of a local mafia, help a little, but don't expect to split a side laughing.

**Constructor**

***Publisher:*** Acclaim

***Developer:*** System 3

***Release Date:*** Out Now

***Price:*** £39.99

**STATION**

+ Appealing cut scenes and in game sequences.
+ Character interaction within a city sim.

- Low res graphics for general gameplay.
- Complex gameplay for large towns.

OUT OF 100

**60**

Awight Guv. Sim City meets builder's arse. Constructor treads a fine line between epic narrative and cartoon antics.

Rated by Adam Oxford

# CROC: LEGEND OF THE GOBBOS

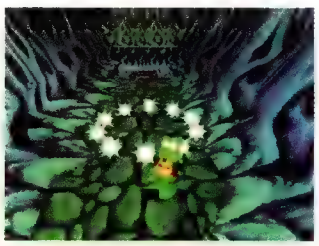
**Croc: Legend Of Gobbos has sold over one million units since release in October 1997, making it to number one in some territories. Nobody ever lists it with their favourite games though.**

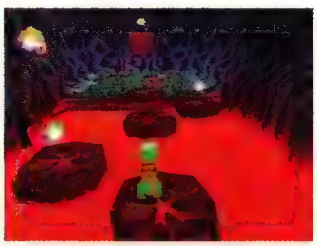
**No wonder that Croc: Legend Of Gobbos sold so may copies;** it's squarely aimed at kids. And there's a fair old few of them around the world let me tell you. Funny thing is though, many parents who, with good intentions bought Croc for their kids, ended up hogging the PlayStation themselves.

Croc's success is due to its simplicity, and of course those colourful graphics. The gameplay was, and is, in no way revolutionary but it's something that kids of all ages can get their teeth into. A warning to hardcore gamers though – stick to the latest in Japanese RPGs or whatever it is you play.

As for the rest of us big kids, Croc's simple 3D platform shenanigans are enough to keep the PlayStation on for hours after the real youn'un's have gone to bed. The action is smooth and fluid, doesn't force back any frontiers, but still keeps you playing though.

A kids game Croc: Legend Of Gobbos may be, but if it's a basic, lush looking platform romp your after, it should fit the bill perfectly. Especially so now it's on Platinum.





**Croc: Legend of the Gobbos**

***Publisher:*** Fox Interactive

***Developer:*** Argonaught

***Release Date:*** Out Now

***Price:*** £19.99

**STATION**

+ Very Solid and colourful 3D visuals.
+ Perfect for kids.

- Only perfect for kids.
- Analog control is very poor.

OUT OF 100

**79**

Playable, good looking 3D platform romp. Too simple though.

Rated by Saul Trewern

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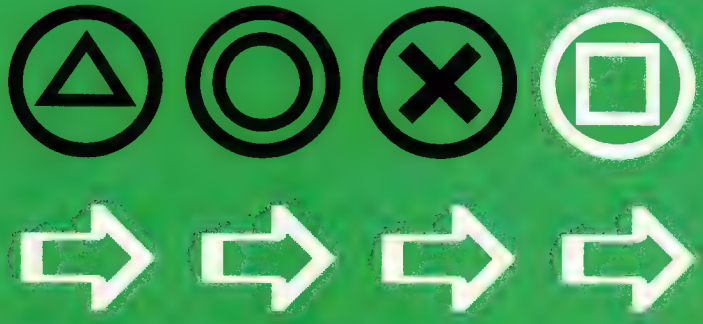
# THE eDGE

## BY ANY MEANS NECESSARY

These days a videogame isn't a videogame if it hasn't got a few hidden secrets tucked away in the binary code. The original 'Easter Egg' appeared in the game *Adventure* on the Atari 2600. This was a sequence of commands that allowed the player to pass through a wall to find the initials of the developers. Strange but true!



# BY ANY MEANS NE

## CIRCUIT BREAKERS

**NIGHT RACING**
When selecting a track hold L1+L2+R1+R2 until headlights appear in front of your car. A symbol will appear on the track to confirm the cheat has worked.

**TRACK SELECT**
Pause a single player game and enter the "Sound" option. Highlight "FX Volume" and press L1+L2.

**FASTER ENGINE**
Select a multi-player game and press ✕+□+△+○ when you get to the track selection screen. An engine will appear on screen to show the cheat is active.

**JUMPING CARS**
Select a multi-player game and select a car and track. Press and hold ○+← when the race countdown starts.

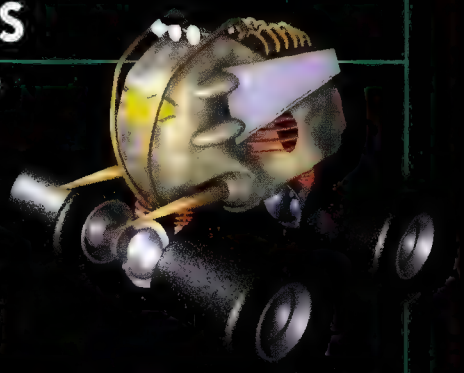
**REVERSE TRACKS**
Select a car and track and then press Select, quickly hold ✕+□ as the cars enter the tunnel. While holding these buttons press ← or → to make the cars turn around and enter the tunnel in reverse.

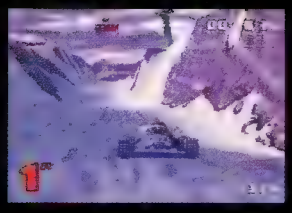
**UPSIDE DOWN TRACKS**
Press L1+R1+✕+↓ when selecting a track. An arrow will appear to show the cheat is active.

## S.C.A.R.S

For these cheats enter the codes as passwords.

Scorpion car - DESERT
Panther car - MYSTER
Cheetah car - RUNNER
Cobra car - RATTLE
All cars - ALLVID
Master Modus - XPERTS
Crystal Cup - GLASSX
Diamond Cup - ROCKYY
Zenith Cup - ZDPEAKB





## DUKE NUKEM: TIME TO KILL

**FMV SEQUENCE** - ○, □, ○, ○, △, △

## SPICE GIRLS

**BIG SPICE GIRLS (what like pregnant ones?):**
Hold START and press ○, □, ✕, □.

**SECRET MESSAGES:**
Hold START and press ○, △, △. Next hold START+SELECT and press ○ four times for the first message. Hold START+SELECT and press △ four times for the next message. Finally hold START+SELECT and press □ four times for the last message.

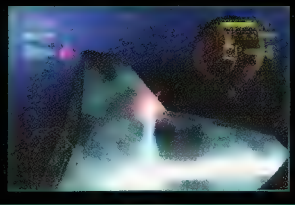
**EXTRA DANCE MOVES:**
Hold Start and press □, △, □, △. Enter the television studio to see the Spice Girls standing around their purses instead. Go to the dance studio to find the new moves.

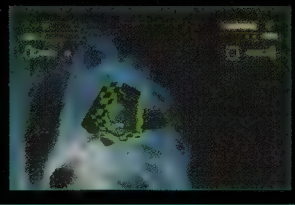
**NAKED SPICE GIRLS (er, okay then:)**
Hold START and press ○, △, △, ●. Next press L1+L2+R1+R2+SELECT+START to reset the game. You'll now see a different title screen with the Spice Girls sitting naked behind a set of chairs will appear.

## COLONY WARS: VENGEANCE

To activate these cheats enter the following codes as the password. Note: the password is case sensitive.

Vampire : Invincibility
Tornado : All weapons
Dark Angel : Primary weapons always available
Chimera : Unlimited secondary weapons
Avalanche : Unlimited afterburners
Hydra : Unlimited money
Thunderchild : All ships
Demon : View Mission and FMV select
Blizzard : Multiple cheats. Unlocks all missions, all ships, unlimited secondary weapons
Stormlord : Disable all active cheats

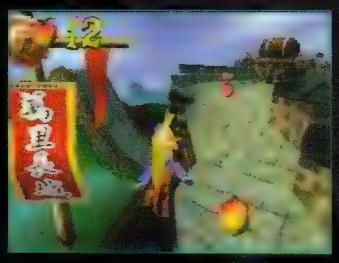




## CRASH BANDICOOT: WARPED

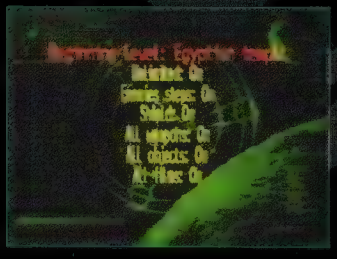
To complement the Crash demo available in Spyro there is a Spyro demo in Crash 3.

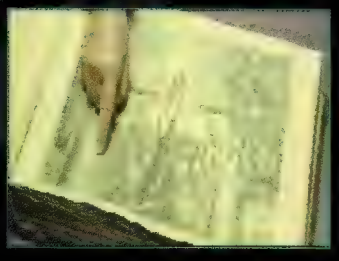
**SPYRO THE DRAGON DEMO:**
Press ↑,↑,↓,↓,←,→,←,→,↙ at the main menu.



## THE FIFTH ELEMENT

**CHEAT MODE:**
Press L1, L2, R2, R1, Select at the main menu. You can now access a level select, have unlimited lives, weapons, items, and see all FMV sequences.

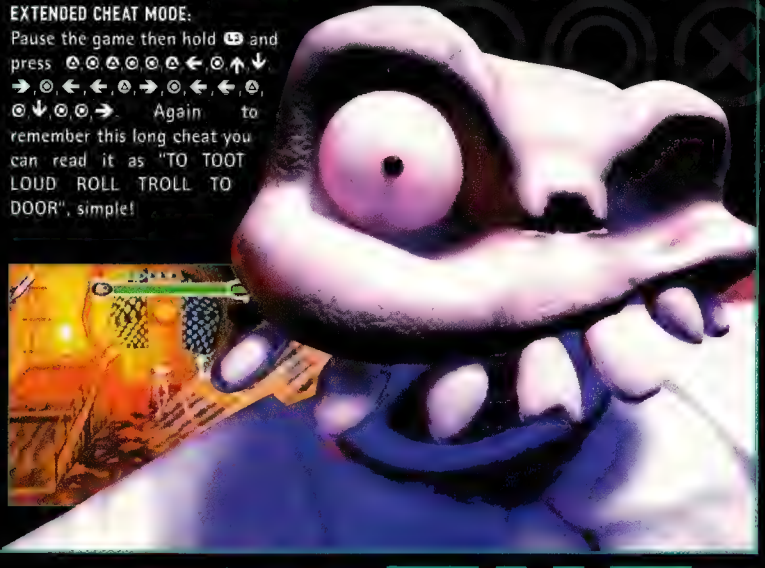




## MEDIEVIL

**CHEAT MODE:**
Pause the game play then hold L2 and press ↓,↑,○,○,○,○,↓,↑,○,○. To remember the cheat think of it as 'DUST TO DUST', as in D = Down, U = Up, S = ○ and T = ○.

**EXTENDED CHEAT MODE:**
Pause the game then hold L2 and press ○,○,○,○,○,○,←,○,↑,↓,→,○,←,←,○,→,○,←,←,○,○,↓,○,○,→. Again to remember this long cheat you can read it as "TO TOOT LOUD ROLL TROLL TO DOOR", simple!



## ROGUE TRIP

Enter the following codes as passwords to get the required options:

Alien saucer - R2, ○, ✕, ○, L2, ○
Play as Goliath - △, L1, R1, ✕, L2, ▭
Play as Nightshade - ▭, ▭, ▭, ▭, △, ○
Play as Helicopter - ▭, △, ▭, △, △, ▭
Double pick-ups - L1, L2, ○, R1, ▭, ▭
Increased armor - R1, △, ▭, △, ▭, ▭
Unlimited turbos - ○, ✕, ○, △, ▭, ▭
Unlimited jumps - ○, ○, ▭, ✕, △, ▭
Funtopia level - ✕, ○, ▭, ✕, ○, ▭
Gulch level - ✕, ○, ○, ▭, ▭, ○
Boss Battle 1 - ○, R2, R1, ○, ▭, ▭
Boss Battle 2 - ○, ○, L2, R1, △, △
Boss Battle with Big Daddy - ○, △, ○, ✕, ▭, ▭

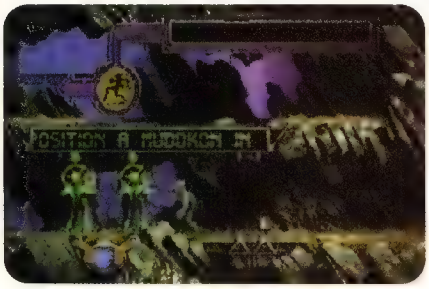
## NFL BLITZ

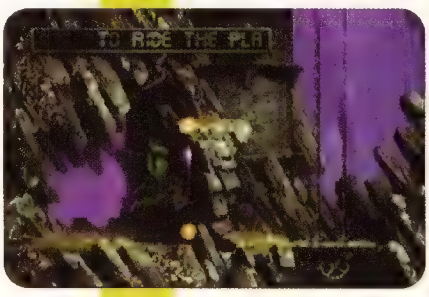
**SECRET CHARACTERS**
Start an Arcade game and when it asks "Enter name for record keeping?" answer in the affirmative and then enter one of these names and PIN numbers . If you've done it correctly a voice will say "Lights out Baby!"

| | |
|---|---|
| Allen7911 | Japple6660 |
| Aubrey6666 | Jason3141 |
| Azpod4777 | Jenifr3333 |
| Bert8735 | Jove6644 |
| Brain1111 | Juan6521 |
| Brian2221 | Luis3333 |
| Byron1969 | Mike3333 |
| Carltln1111 | Raiden3691 |
| Daniel0604 | Route6000 |
| David3456 | Sal0201 |
| Forden1111 | Shinok8337 |
| Franc1221 | Skull1111 |
| Franz8421 | Thug1111 |
| Gatson1111 | Turmel0322 |
| Gentil1111 | |

# Abe's Exoddus

**He's lewd, rude and downright disgusting and unless you've got our complete walkthough guide to the game, you're going to have to spend a lot of time in his smelly company.**





## Necrum Burial Grounds Tunnel 1

From the start, head right and down the first gap in the ground. Follow the signs up and round, left onto the status screen head and ask the Mudokon to follow you. Take him right and chant to open the teleporter and that's one safe Mudokon. This will open the barrier to the right, so head on through and use the wheel – the barrier will move and soak the Mudokon nearby. This makes him angry, so walk up close and apologise using the sympathy button. He'll forgive, forget and follow your lead, so head right and set him free.

There's a Slig on the platform above, chant to possess him and move in for the kill. Head right and use the wheel to open the barrier. This also releases laughing gas which causes exposed Mudokons to get a bit loopy. The trick is to slap them.

Continue right with Mudokons in tow until you reach two wheels. Put a Mudokon under each, then tell them to work so that they both turn them simultaneously. Up goes the barrier, you head right and set them free. Climb over the rocks to the lift and take it up to the top.

At the top, sneak right and watch for a Slig having a nap above you. When you get to the switch, use it to open the doors. This triggers more laughing gas, so take the two Mudokons to the left, slap them a bit, and then sneak them past the sleeping Slig.

When you get to the three wheels, order the Mudokons to work whilst you turn the third wheel, which should open both doors. Take the two Mudokons left and set them free.

Head through the door and pull the hoop at the bottom. Then take the other two through and set them free. Follow the arrow down to the bottom, head along to the left collecting Mudokons as you go. When you get to the timed mines, tell them to wait, then disarm the mines by watching the sequence. Once you have done this, take them two screens to the left and set them free. Now head back to the previous screen, see the debris falling? Up there.

Now go up to the vent at the top. This will take you to the vent below, so head left and possess and destroy the Slig at the top. Continue up – don't use the vent yet – and head left. Drop off the edge of the platform to where the last Slig was.

Head left and teleport into the background. Save the first two Mudokons via the bird-port you passed. Continue to the next teleport and take the next Mudokon to the screen on the right and another bird-port. Now head back to the previous screen and use the vent. You will appear back at the vent you saw earlier. Jump back into the vent you just came out of and off to pastures new.

Sneak your way through the next screen, past the sleeping Slig, and you will come to six wheels. Continue left, still sneaking, then head up on the next screen until you come to five Mudokons. You will need to lure them all down, done by repeatedly saying 'follow me' until they are on the edge of the platforms, get up there with them and say it once more. Drop down and they will follow. Sneak past the Slig and line the Mudokons up next to the wheels. Tell them to work, give them a hand, and on to Tunnel 2.

## Tunnel 2

Jump the gap on the right and roll through the next screen. When you appear in the tunnel with the flying Slig, you will need to prepare for a run. The best technique is to roll to the next screen, stand up and start running. Jump the hole on the next screen and keep running until the path narrows into another tunnel. Quickly crouch and roll through, you will drop off the end and be shot about all over the place for a bit, finally you appear clinging to a ledge. Quickly get up to avoid enemy fire! Instead of entering the door, do a running jump back. You will fall past the ledge and land in another vent, which will take you to the top one. Quickly move out of the firing line, head left and enter the door. By heading into the next screen you will attract the attention of the two Sligs, so quickly head back right. They should follow you into the next screen where you can possess and destroy them without getting zapped by the laser. Head through the series of doors.

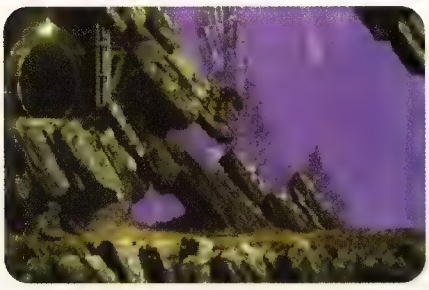
When you come to the three Mudokons, drop off the edge and get the top one to drop down by repeatedly saying 'follow me'. When all three are on the same platform, use the bird warp to free them. Go through the vent to where you started, enter the door and possess the flying Slig. Head up with the Slig, kill the sleeping Slig with your bombs, ignore the top one and head left, watching out for the drills. Kill the Slig on the next screen, then destroy it.

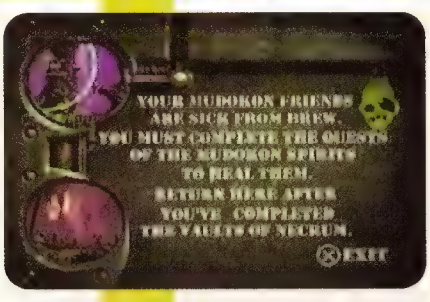
Head left and use the vent, this will take you back to the flying Slig's start. Up and left to a group of groggy Mudokons. If you head left, you will see a set of wheels and an information point. It will tell you that you need to return later.

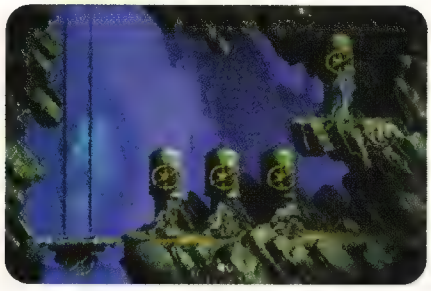
Head back into the room with the Mudokons and head up. You will come to two vents, one to the boiler room and the other to the beginning of the level. Take this one and head back to where the flying Slig was. Continue right until you see the bird warp in the background. Activate it and the Mudokons on the previous screen will escape. Make your way back around to the boiler room vent.

## The Boiler Area

When you arrive, you will notice one of those nasty dog things above you. Head right and use the lifts to







get down to the bottom. You will pass a lever that activates an electric beam. Head right again and you will see a gap above. The trick here is to lure a few dogs down at a time, run and pull the lever as they pass the beams. Next, turn the wheel on the right to open the door and enter.

## Tunnel 3

You will see a bag of stones, jump up to it to release a stone and then crouch pick it up. Head right and use the stones to trigger the mines – hold Circle and use the D-pad. Stand either side of the arrow and throw up and diagonally to hit the top two. Once all three mines are gone, use both levers to open the door, head right and blow the mines on the opposite side. Stand on the edge and do a normal jump. You will end up hanging from the right ledge, release and drop down. There you will see a vent and a door to a new area.

Jump into the vent to take yourself to the platform above. You will notice three blind Mudokons, which you will have to guide to safety avoiding the machinery. The levers activate the different trapdoors, so test them to see what happens.

It is best to take them one at a time by just saying 'Hi'. Make sure the first trap door is closed before getting him to follow. Just after saying this, pull the lever to change the trap doors. Once they walk off to the right, quickly follow and get ready to pull the lever to drop them down a level. Now head left and pull the other lever as they walk over the last trapdoor (make sure you destroy the mine in the far left corner).

Once they are all rescued, activate the trapdoor and drop down. Instead of saving the Mudokons, take them past the birds and line them up next to the wheels on the next screen by saying 'follow me' to move them one step at a time without causing them to fall off the edge. Climb up and use all four simultaneously to bring down the lift. Get onto the lift and ride it up, release the Mudokons at the top, then head back down and enter the door. Take the vent up to the top and make your way along the platform above to the exit door.

## The Blind Mudokons

Head down the steps to the bottom. Blow the mine under the bag and get a stone. Head right and blow up the mines one by one, but keep your distance. Continue right to a drill machine. Blow the mines under the drill carefully, then roll under the first ledge and quickly jump up. Jump across the gap and pull the lever to stop the drill below.

Lower yourself down to the next screen and throw two stones from the far right to destroy the mines on the top ledge. One needs to be thrown straight and the other one should go up and diagonally. To get another stone from the bag, do a running jump off the end of the right hand ledge. Be careful not to overshoot into the mines.

Once they are all destroyed, head along the bottom to find a lever. This will release the barrier blocking the top route. Take the top route and use the stones to clear a path through the mines. If you are having trouble with this, try standing in the previous screen and throwing. Once you have a clear path, head through the door at the bottom. Now get the blind Mudokon to follow. When he walks over the trapdoor, pull the lever. Jump into the vent and head through the door.

## Tunnel 4

Drop to the floor and roll under the drill. Pull the lever and continue to the right. On the next screen, roll under the drill then stand up and pull the lever. Continue right. Roll onto the screen and stop next to the lever. Activate it and quickly crouch. Continue right. Pull the lever at the top and return to the blind Mudokon at the start. Lead the fella to the bird warp and set him free. The door opens.

## Tunnel 5

Ignore the Mudokon hard at work and roll under the drill. Take one step back from the mine and do a normal jump from the spot. Roll under the next drill and locate a rock so that you can dispose of the mines littered around this section. On the platform above use the levers to stop the two drills on the previous screen, then cross the gap and climb up by the mines to the platform above and head right.

On the level below you will notice a blind Mudokon. Walk to his right and say 'Hi'. Make sure he is facing you, then tell him to follow. He should start walking to the right. When he gets to the wheel, tell him to 'work', he will turn the wheel, allowing you to get to the rocks. Leave him there for now, head back and destroy all of the mines.

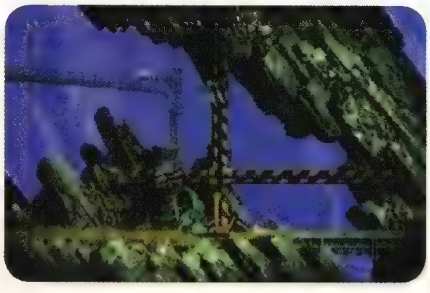
Return to the first Mudokon and get him to follow you to the next screen where you can set him free. A lift will raise, filling the gap so that you can fetch the other. Get him to wait on the lift, take it down and set him free. The door will open next to you.

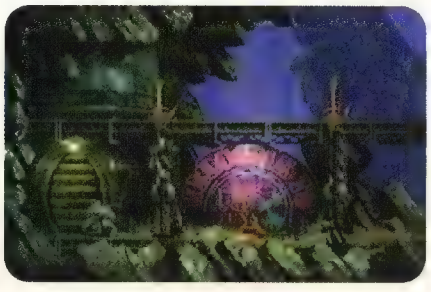
Once through, lower yourself to the platform below. Jump when the drill is going up. The next jump will need to be done when the drill is just below you. Once on the other side, roll onto the next screen to see what's going on.

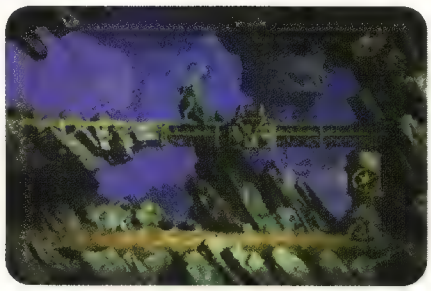
Stop below the upper ledge, leap up and cling to the platform above. This has to be done absolutely perfectly or you die every time!

On the next screen, ignore the blind Mudokon and roll under the three drills. Next screen, jump the gap and continue left. When you get to the screen with the stats board, head to the platform above and two Mudokons. Tell them to follow and take them down and to the right. Now get them to wait where they are. Head left and pull the lever next to the skull and crossbones sign. This will raise a lift on the left.

Go down and wait with it by the hoop. When the Slig enters he will hit the Mudokon and then walk off. When he is out of the screen, lower the lift. Get the Mudokon to follow you, and tell him to wait on the lift. Head back up before the Slig reappears and leave the Mudokon with the others. Head back down on the lift and use the hoop to lower the drills onto the Slig's.







Head along the bottom, onto the next screen and take the platform above. Jump up where you see the debris falling and at the top, jump from the edge to cling to the other side. Now jump into the vent.

Head right and pull the lever to lower another lift. Now return to the top and use it to get to the three levers that turn off the drills at the beginning. Return to the Mudokons and head right to the bird warp.

Take Abe back up to where you see the debris falling. You will see two Mudokons working next to some drills. Do a running jump to the left, crouch and roll under the drill, pull the hoop to stop them. Jump back over and head right into the next screen. Climb up and get the Mudokons to follow you down, making sure that they wait just after dropping off the edge or they will walk into the drill.

Now head back down the lift you used before, past the bird warp and up through the narrow tunnel. At the two drills moving in opposite directions, take a running jump off the edge and land in a secluded hole in the rock. Walk right and jump up. You will appear on a ledge below the hoop to stop the drill. Pull it and walk right. Chant to activate the bird warp beyond the wall to save the Mudokons.

Now head back down. When you get to the two drills, drop off the edge and move right, then repeat the technique as before. Head up to the Mudokons' left and free them on the bottom level. All the Mudokons on this level are now saved. Make your way back down the main lift and head across the gap to the door to the next level.

## Tunnel 6

Head right and sneak past the sleeping Slig. Watch for laser beams scanning the area. As long as you are motionless when one passes over you it will not alert the Sligs. If it does you must start again...

Sneak past another two Sligs. Go right and when at the end of the platform, carefully time your descent.

Once down, deactivate the mines and head through the next screen. There are two lasers working at once here so be ultra cautious, try taking just one step at a time. On the next screen, deactivate the mines whilst avoiding the laser. When you get to the end, press up to enter the drum. You can now roll it along the floor, harmlessly exploding the mines. Roll to the right, killing the Slig as you go.

At the end, the drum will roll up the tracks on the side. Keep rolling until you come to three working Mudokons and a Slig. The Slig will beat the Mudokon on the left. Position the drum just to the left of this Mudokon, and when the Slig moves left under the drum, press the Square button to drop it onto his head. Now exit the drum and walk to the right of the Mudokons. Tell them to follow and head right. Chant to activate the warp and set them all free.

Get back into the drum and roll it right, off the end of the platform and onto the next screen. Drop it on the head of the Slig below to kill him.

This next section can be quite tricky, so be careful. Roll the drum onto the next screen. Don't activate the laser. Get out, and without triggering the laser, walk over and deactivate the mine. Get the Mudokon to follow you. As you both walk off, the laser will trigger. Keep running left onto the previous screen and tell him to wait. The Slig will not follow you, so head back to the drum and ride it over the mine and the Slig (there are sometimes two). On the next screen repeat the process, only this time there are two Mudokons, so greet them with 'All a' Ya' before getting them to follow. Back on the previous screen, tell them to wait, get back into the drum and ride to the right. Destroy the mines in front of the bird warp. Now get the three Mudokons and lead them to safety.

Get back into the drum and ride it until you come to a long straight platform with nothing on it. Get out and up onto the platform above and roll through the narrow gap, when you get to the end lower yourself down. Once at the bottom, head through the door. Tell the Mudokon above to follow you and walk right. You will see another three Mudokons and a bird warp. Set them all free and return to the drum, but don't enter it.

Sneak right and you will see three Mudokons, a Slig and a mine. Sneak up to the mine while the Slig is busy beating the Mudokon and deactivate it. Then turn around and run to the left to attract the Slig. Keep running and get into the drum, then run that Slig down!

Return to the Mudokons and take them right to freedom.

Enter the door at the end.

## Tunnel 7

As soon as you enter, you will notice a door marked 'Boiler Access'. This is your goal. Sneak right, pull the lever and sneak to the small platform above, chant at the Slig to possess and destroy him.

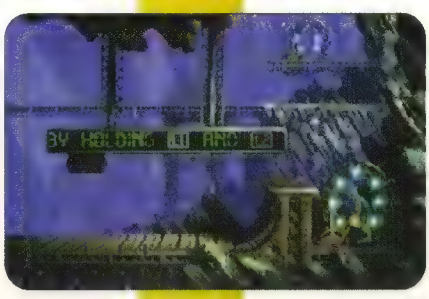
Continue right and jump into the vent, to three sleeping Sligs. One will wake up, so run away to the right and pull the lever to lower the barrier, keep running. Make your way down the three steps and left at the bottom. Lower yourself down at the edge, sneak away from the sleeping Sligs and carry on past the vent and lever. Use the teleporter to bring you into the foreground. Head left, get the drum and return to teleport back. Now pull that lever and go for squash the Sligs.

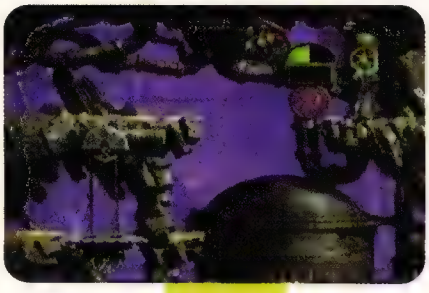
Once you're on the roll, keep moving! Be careful of the Mudokon below the second vertical track downwards. Squash the Slig, get out of the drum and round up the Mudokons on both screens. Take them to the left and set them free. Enter the Boiler Room.

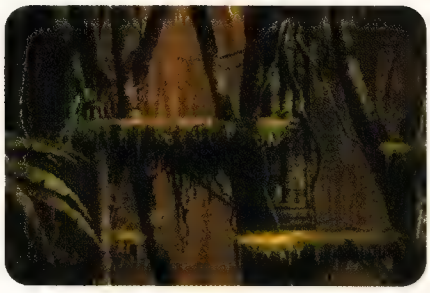
## Boiler Room Again

You will recognise this, only from the other side. Climb up the first platform and onto the next screen. Drop down, and a flying Slig will appear. Stand in the shadows under the platform. The Slig will not see you.

Make your way across and up until you reach the lever at the top. As long as you keep moving the Slig will not be able to get you. Once you have pulled the lever, head to the right and do a running jump. Turn the wheel until the bar will fill no more. Jump back over







and lower yourself down, use the shadows to lose the flying Slig. If he hangs around, jump up to get his attention and then get back down into the shadows. Now jump to the next wheel and repeat the action.

When you reach the third wheel, a timer will start. You must now escape before it runs out. Fall off the first platform and then keep running to the right and falling (you won't die).

Once you drop from the last platform crouch and roll all the way to the next level.

## Jungle

Head left and make your way across the platforms. When you reach the vent, lower yourself down the other side. You will fall in and be shot higher than you were.

Bear right and enter the next vent. Keep heading right and crouch and roll through the hole. Drop down and land on the structure. Use the various vents to reach the information points and light the torches. The last is found by rolling off the edge of the narrow passage on the far right. Return to the main structure and the top door will open.

Once through the door, head right and place your hand in the hole next to the door. A clue will be given. You can use the birds as a teleporter if you run and jump into it, but you need to complete the Vaults of Necrum first. Outside the door is another bird warp, run and jump into this.

## Vaults of Necrum

Head right and read the sign for some advice on Fleeches. You're safe from them for a while, so avoid alerting them by not stepping on the Slurgs, standing stationary when they pass and sneaking.

When you reach the vent, wait for the Slurgs to go under the hanging Fleeches. Tiptoe up to the side and jump in. Slap the rattling lock to free the first spirit, who opens the door above.

Pull the levers to open the door. Keep moving from side to side, as climbing up on the right wakes the Fleeches.

For the next one, jump to the left and pull the lever. Now jump from the edge to cling to the platform on the right. Pull the lever and repeat. Pull the hoops and both levers on the next screen to open the door.

Lower yourself off the right side of the platform, land in a vent and be shot to safety. Lower yourself down and strike the lock to gain invisibility. Chant to activate it and the Fleeches won't even know you're there! This can be refreshed by returning to this screen and chanting. Work your way to the door at the top.

After the sequence, head left and bridge the ravine with the bird warp. Enter the vent, go right. The next vent you come to will take you into the Vaults.

Three choices here: past the vent and below the edge of the platform leads to a temple; the vent nearby will lead to another temple (this is where we are going first); and on the left, another bird warp to an area with Sligs.

Head right and over the platforms. At the Paramite, run at it and jump for the platform on the next screen. Repeat this with the next two, the platform at the end is slightly lower.

On the next screen, possess the Paramite and pull the hoop. You can even have a snack on the Slurgs whilst you're at it! Next, possess the Paramite and climb up the small web in the background on the right. Pull the hoop to lower the barrier in the front.

Stand Abe on the small platform at the end and possess the Paramite. Climb the web and pull the hoop. This will drop the barrier at the bottom, so fall through the trapdoor.

Go right over the rock formation, lowering yourself down. On the next screen, roll to your left, possess the Paramite, climb the web and pull the hoop. Throw the beast off the edge to kill it. Take the lift down and roll at the bottom. When you land, two more Paramites appear either side of you. Turn and pull the lever to drop to the platform below. Now take the lift down.

Pull the lever and immediately run and jump at the platform on the right to escape the Paramite. Repeat this until you come to a platform on the second screen. Head to the right through the door.

Keep heading right and go through the vent. When the Paramite appears with the Fleeches, possess it, get to the hoop and pull it. You will have to be quick.

Roll right through the next screen and use the vent. Head left and stop for some fun. Head through the two doors and drop down the hole. Step into the vent. When you land, crouch and roll towards the right, enter the door at the bottom.

Go left and climb the platforms. When you get to the Paramite, walk beneath the platform and jump up, it shouldn't attack you. Jump left and roll through the gap. Lower yourself, go left. Get up on the middle platform and do a running jump off of the end. The Paramite should turn around and run the other way, leaving you to strike the lock for a another power-up and free spirit.

On the next screen, use your invisibility, run and jump down and up the other side. Keep running, then drop down and run right. Strike the lock to free the spirit and run out, jumping up before it wears off.

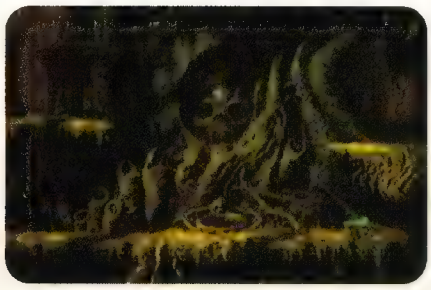
This spirit will unlock the door, so head through. Strike the three locks to open the next door.

Once through the door, take a running jump off the ledge and keep running until you get to a platform. Activate the bird warp before getting up and then enter it.

Jump into the vent to take you to the structure with many doors, start at the top left. Walk left and pull the lever, keep going and use the many vents, then possess the Paramite. Eat the Fleeches before they eat you.

Go left and strike the lock. Now back to the vent, drop down and walk forward. Strike the lock and continue left. When the Paramite gets to the end, the Fleeches will move the other way, so quickly get into the vent and through the door.

Upon leaving, you will notice a flame above the door. You must light the rest of the torches to complete this section.



Now to the middle left door. Drop on the left and you'll fall a few screens. Land, climb up and strike the lock. Use the power and climb up to the other side.

Possess the Paramite on the next screen and drop it off the edge. Then climb up as Abe and hit the lock. Now use your power and jump into the vent on the far right.

Through the top right door now; strike the lock and run to the narrow part. Crouch and roll through, stopping at the vent to get in and get high.

Hit the lock at the top and run right. Drop down and roll through the gap to arrive at the exit door.

Go down the vent and you'll come out to the right. Sneak right and don't wake the Fleeches. You'll see a lever that will lower the barrier, so pull it and run right. Jump up the ledges, drop down and run back to the left, triggering the barrier that will lock them in. Slap the lock and go left to the lift that should be lowered for you.

Go up to the meat sack on the left. Jump up and knock some meat out, leave it and walk right, the Paramite will eat it. Get a meat piece from the sack on the right and go up the lift again. You'll see two Paramites on either side above you. Throw the meat piece to the right and wait for them both to go over. Jump up left and head for the exit door.

Come back to the foreground and drop down to the door now unlocked. Go through and you'll appear on a screen with a lever to the right.

Once you pull this lever, run and jump to the right, keep moving! You will be chased by Paramites and Fleeches until you reach the spirit lock on a ledge. Slap the lock and running jump to the left, keep on moving left swiftly. Quickly exit through the door. Run to the vent as quickly as you can before the Paramites kill you.

You are now back in the jungle.

Go right and down the vent to the temple in the background. Next right and up to the door. Once through, gain information on the spirit locks. Proceed to the vent which will throw you up and to the right. Drop down and pull the hoop, drop through the trapdoor. Go left and slap the spirit lock to open the exit.

Once through the door, start running left past the Fleeches. use the vent to come to the foreground and information on invisibility. You'll also gain a spirit lock containing invisibility. Use this sparingly to get to the exit door on the far right.

Make your way to the right. Ahead you will see a vent that will fly you to the high ledge. Climb up and you'll see a spirit lock and sleeping Fleech. Ignore these and go to the left. Possess the Paramite and get it to kill the Fleech. Make sure it's secure behind the barrier before going back to get the spirit lock and invisibility. Climb down, don't jump!

At the large pillar with a vent on either side, use the first and you'll be thrown on top of the pillar. Use the information point and drop to the right. Now jump down the vent. When you land, chant to turn invisible and run to the right. Pull the lever and run past the Paramite and the Fleeches. Jump up to the right and then the left to open the spirit lock. Make your way down to the exit door on the bottom right of the screen below.

Possess the Paramite directly below you and kill the ones at the far right and left. Pin your possessed Paramite behind the barrier on the far left. Open the far right and then left locks, but keep moving as a Fleech is hanging around. Proceed through the door.

You'll appear at another doorway that locks behind you. Go left. Instead of jumping up to the left, duck and roll under to find a secret level.

Chant until the portal opens and the Paramite is possessed. Take the Paramite to the far left and then run through the portal.

## Soul Storm Kennels

On your right is a lever. Pull it and drop. Get the two Mudokons to drop down with you. Pull the nest lever and the four drills below will start. Make the Mudokons wait. You'll need to negotiate under the drills and up to the next lever. Pull it, drop down and guide the Mudokons to the portal. Now get to the screen above and down the vent.

Use the information point, note the Mudanchee vault map, and go through the portal. This will bring you to a door with six unlit torches above it.

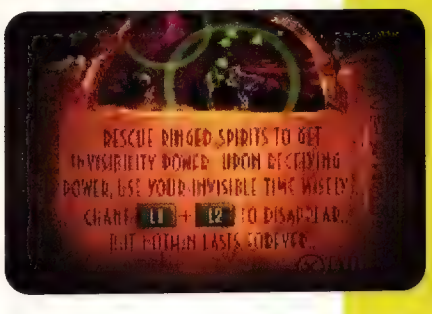
First, the foreground left door. Go left and climb the ledges. Jump over the gap and roll to the next screen. Pull the lever at the bottom, and attract the Fleech away from the lock so you can get over and open it. Go down the vent next to it and leave where you entered.

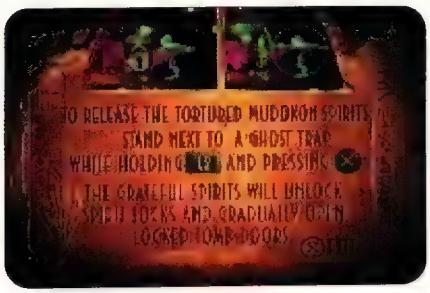
Head to the vent below, go past and right. Drop down. Go to the vent on the far right. Drop through and appear in the foreground. Make a run left to attract the Fleeches. Break the spirit lock and jump down the vent that takes you to the background. Climb up again and head for the exit.

Next, the foreground right door. Climb up to the ledge above the door and roll right. Keep going right. Attract the Fleeches away from the lock and head back left. They should drop down a gap and not chase you. Head right and open the spirit lock for invisibility. Get up to the ledge again and roll left. Use your invisibility to open the lock halfway back to the entry point. Head back right, through the exit.

Down the vent next to a locked door. Wait until the Paramite is charging to the right and run to the left. Down the vent to the left of the locked door. Open the lock and escape to that middle vent in the background. Now wait for the Paramite to charge left and use the vent on the right. Chant until you're invisible and pass the guarding Paramite to open the lock. Go down the vent, through the middle vent and out through the door.

Head to the background and go through the bottom door. This is all about speed – keep moving left down the vents. The first lock you come across opens a barrier, letting Fleeches out. Keep moving through the vents until you come to the foreground again. Drop down and run right, away from the Paramite. Jump to the ledge above on the right, go right and drop down.


RESCUE RINGED SPIRITS TO GET
INVISIBILITY POWER. UPON RECEIVING
POWER, USE YOUR INVISIBLE TIME WISELY.
CHANT L1 + L2 TO DISAPPEAR.
BUT POTHUN LASTS FOREVER.


TO RELEASE THE TORTURED MUDOKON SPIRITS,
STAND NEXT TO A GHOST TRAP
WHILE HOLDING L2 AND PRESSING ✕
THE GRATEFUL SPIRITS WILL UNLOCK
SPIRIT DOORS AND GRADUALLY OPEN
LOCKED TOMB DOORS.

Now go back, open the last lock, then left again and jump up to the unlocked door.

Go through the door top right. Go right, avoid Fleeches and down the vent. This brings you to a ledge with a lever and a Paramite below. Pull the lever and possess the Paramite. Lock him in the right hand area. Drop left and sneak to the next screen. Open the barrier and sneak over to the lock. The Fleeches will awaken, so run right. Slap the lock and run right, up onto the ledge above the Paramite. Open the lever, chant until invisible and run down to the exit behind the Paramite.

Jump over to the little ledge on the right and drop down to the bottom. Roll under the bridge where the Paramite waits. Roll left and pull the lever. Roll back to the right until you get to the Paramite again. Possess it and kill the Fleeches, then get it behind the barrier. Roll back to the lever and lock it in, then cross to the vent. This will take you to the background. Pull the lever, get back down the vent. Go back to the first lever and pull it, releasing the background Paramite. Possess and take the foreground Paramite away to the right so you can possess the other to kill the Fleeches.

Put it behind its barrier and get that lock. Come back to the foreground, use invisibility to get past the Paramite and exit.

Go through the door above you and go right. Drop down, roll left. At the edge, climb down. Creep up to the lock and slap it. When you do, the Fleeches awaken. Get down the vent quickly!

Go right again. At the edge, jump down into the vent. Pull the lever next to you and one the one below, and drop. When you land, chant until invisible. Go right, slap the lock and climb up to the left. Go past the Fleeches then to the exit door (far left).

Now do the last door on the left. Go down the vent. The Paramite will chase you to the right. Run and come around to the right and back down to the left to the locked door. Go down the vent again and the Paramite will stay below you. Go left and unlock the barrier holding the Paramite and the lock. The two Paramites will fight, and the one on the right will win; you must lock the barrier again to stop it killing you. Get the lock, Unlock the barrier again and attract the Paramite to the other side and lock it in. Head for the exit door.

Go down the vent to the foreground. Stand at the edge and wait until the Paramite runs off, jump down, slap the lock and jump up onto the little ledge. Wait till it's safe to get back to the middle ledge. Down the vent and through the exit door in the background.

Go down the ledges to the vent and drop down it. You'll spring onto a small ledge above the Paramite. Drop down to the left, run left, away from the Paramite and jump on the next screen onto a small ledge with a lock and trapdoor. When you slap the lock, the trapdoor will open. Escape quickly by running right and jumping on the ledge on the next screen. You should be able to jump right and down the vent. This situation is the same, but from the other side. Do the lock and go to the vent on your left. You can now proceed to the right and through the exit.

Now the fires are lit you can proceed to the foreground and go back through the other vent to the now unlocked door. In the new foreground is a teleporter activated as soon as you stand in it.

Go left until you come to a teleporter at a dead end. Go through it and run right. As you run to the next screen, roll under a metal barrier and into a teleporter. Keep rolling right, you'll drop down and there will be a Paramite to the right. Roll left and into the teleporter. Once you exit, run right and to the next screen. Jump down the vent.

Drop down into a teleporter, and left to another. Jump up to the ledge on the right. The Fleeches will chase you. Jump off to the right. Drop down and teleport left. The Paramite will chase you but you'll reappear to the right. Run past the barrier and drop down. Run left and jump on the ledge to the left before the dog kills you. Keep going right if you can.

Make a running jump away from the dog. Keep running right. Enter the teleporter, and roll when you appear. You'll drop down. Pull yourself up and run right. On the next screen, run right through the teleporter. Chant to possess the Slig, then send him into the transporter. When all the barriers drop, dogs will come through. Use the Slig to shoot them, then kill him and go right. Go through the transporter, get the remaining locks and then chant to go invisible. Move quickly towards the teleporter.

Two Fleeches guard the next lock on the ledge to the right. You must lead the Fleeches away from the lock to open it and get out the door.

The next screen has a status panel and a vent to exit from. Ignore the exit and go left to the next screen. Slap the lock and free all the Mudokons. Now go down the vent and you'll appear back inside the tomb. Open the bird portal and this will take you back to your sick friends. Chant to cure them and take them left. Get them to turn one each, until it turns green. Now take them to the right and free them through the bird portal. Go back to the left and down the vent.

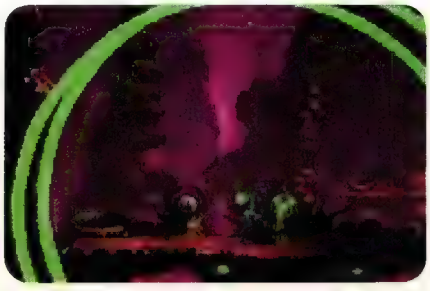
## Fee Cod Depot

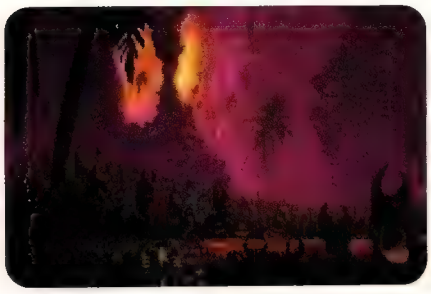
Jump up to the right and use the information point for a Slig newsflash. On the next screen is a Soul Brew drinkpoint for explosive farting (use X button). Use with care to clear the bomb in the way of the door.

Once through, you'll see another Soul Brew dispenser to use. Clear the field of bombs blocking your path on the next screen. On the screen after, go to the left, fart, then chant to possess it and control it. Move it over to the Sligs. When you've got the fart near them, chant again to blow it up and go through the door.

Get a fart brew, drop through the trap door and possess a fart. Send it down to kill one (or both) of the flying Sligs. Make your way down to the bottom past the two Sligs before they fire. Jump over the bombs, then up to the right ledges. Climb to the top, pull the lever on the ledge. Go through the door at the top left of the screen.

Get another fart to take out the bombs preventing your exit. Blow 'em away and exit.





## Main Lobby

Look at the map, then proceed right onto the next screen. Go to the Soul Brew machine and fart to kill the drone. Now possess a fart to blow up the bombs to the left. Take another Soul Brew before going up to the left. Then go over and climb up to the left. Jump and climb up to the right and walk right.

## Bonewerkz

Go to the Bonewerkz entrance. Place an explosive fart under the Slig and blow it up. Jump up to the left and get some meat from the sack. Go in the door to the Bonewerkz on the right.

You'll see a bunch of tiny but lethal dogs below you and a lever that you must reach. Throw the meat to the right then hop down and pull the lever.

Get back up and proceed right. Get up on the pillar before the Sligs in the background shoot you. Use meat to tempt the dog away to the right and over the button in the floor that releases the electric barrier. Then run down to the exit and escape.

Go right and over the pillar. Hide behind the crates and roll along to the next screen and use rocks to destroy the bombs. Roll to the right quickly and onto the lift, take it down and hop onto the other lift. Go up again and get some more meat. Take the lift to the bottom. Use the information point and proceed left.

Chuck the Slog dog some meat and run past it, jumping to the ledge opposite. Same tactic on the next screen. Once past, climb up to the left past a locked-in lever. Head right past the meat sack and get on the lift. Go up to the first lever above and pull it. Now return to the lever at the bottom that was locked in. Distract the Slogs and pull it.

This releases the barrier by the lift, allowing you to reach the two Mudokons on the right. Take the first lift up to the levers again and pull the top one. This will send the second lift down, get yourself and the Mudokons on it and head down to the portal above the Slogs. Free them and head to the top door.

Jump to the right and pull the lever to bring the lift up. Take it right down and jump off to the left. Make a running jump over the gap between falling crates. Jump over the bomb to the ledge on the right.

Jump over the sleeping Slig to the lever for the right lift. Pull it and jump to the lift when the Slig is facing the other way. Now take the lift down. Use the information point and go through the door.

## Annex One

Once the Sligs walk off to the left, get the Mudokons down to the right. Walk across that level to the left, hiding in shadows to avoid being shot. Go to the next screen and pull the lever. Carefully make your way back to the right and down to the waiting Mudokons.

Walk right and then run left with the Slog following. Run all the way left and jump the gap at the far left. The Slog will fall down leaving you free to proceed right.

Go right to the smashing crates and roll past them into a secret section containing four more Mudokons. Jump over and pull the lever. Chant to open the portal and free them. Make your way back to the first two Mudokons. Take one of them over to the levers and pull simultaneously. Free them at the portal. Go right, up to the lift and to the exit.

## Annex Two

Go through the teleporter, sneak to the doorway and go in. Make your way up past the two drills and get a rock from the hanging bag. Now head back out the door. Sneak past the sleeping Slog. Run and roll to avoid being shot by Sligs. Then jump up to the exit on the right.

Proceed left and go through the door.

## Annex Three

Sneak right to the next screen. Jump the bombs and avoid tripping the motion detectors. Once over, keep moving right and into the mine car. Take it up, killing all Sligs and go to the exit.

## Annex Four

Make your way right, then up to the left and into the doorway. You must pull the levers to release the barriers.

You'll appear in the background in the area with the Sligs and a teleporter. Possess the Slig in the foreground, get him in the teleporter. Shoot the Sligs to the right. Take the Slig to the right and over to pull the three levers. Kill him and go back through the door. Go right and through the exit door.

## Annex Five

Go left to through the door. The flying Slig goes off screen long enough for you to jump the bombs in the foreground and proceed right. On the next screen to the right you'll have to jump more bombs. Don't run onto the next screen and get blown up! Try and hit the bombs under the flying Slig to kill it. Go through the door on the far right.

## Annex Six

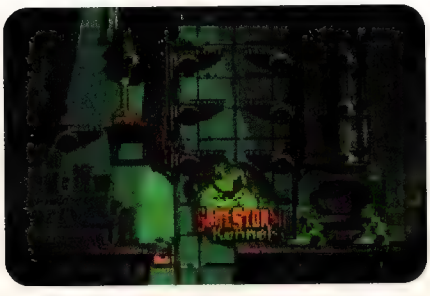
Roll to the left and pull the lever. Roll back to the right and climb up to the next screen. To the right you'll see a gang of Slogs behind a barrier operated by a button in the floor by your side. Push it and run left. Jump the gap and watch the Slogs fall. Now go back to the right and through the door. Through the next door to exit.

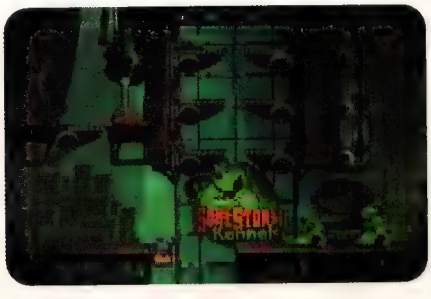
## Annex Seven

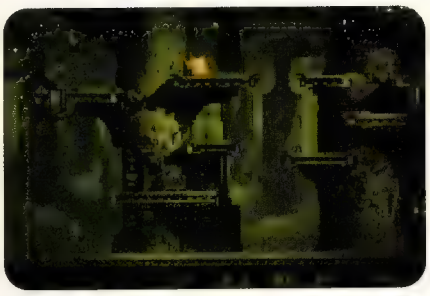
Switch off the three electrical barriers below. The top right is easy enough, jump to the top left lever. Jump back to the right and drop. Go over to the last lever on the right. Go down to the right and to the next screen.

Climb on the first ledge with the Mudokon. Go to the next ledge to your right and then up to the left. Get to the lever on the top left platform. Once pulled it releases the barrier so go right.

Jump the gap with the crate hanging above. It won't fall until you pull the lever. Get the Mudokons on the lift, take them to the level below. Get them off the elevator. Go up to turn the lift and falling crates. Climb







down and take the Mudokons left. Get the first Mudokon and head back onto the lift next to the bombs. Get your pals on the lift and take it down.

Leave the Mudokons there and head back up. Go through the gap to the right of the lift above. Drop down and pull the lever. Take this lift down to other Mudokons. Get them up with the others and chant to free them.

## Secret Area: Annex Seven

If want to take Abe into yet more danger, drop through the trap door where the portal was and down to the next screen. Drop off the bottom ledge... trust me.

Go left to the next screen, chant and your unique new power will destroy the Slig. Climb and jump to the SECOND lever to the far left. Pull it and walk the Mudokon off to the right. Take him past the drills to the portal. Jump down the vent.

Go up in the lift. Head to the left and get a rock from the sack on the top left ledge. Go back up to the right, through the gap and neutralise the bombs.

Go to the next screen on the right. Climb up the ledges, release the Mudokons and climb down to the exit on your right.

Get across this screen and jump the gap on the next. Pass through the doorway. Go right and climb the ledge, then jump up to the next screen. Use the information point and then climb down the left, avoiding crates and drills. At the bottom, climb up the right. Go in the first door to a ledge. Run to the next screen, jump up onto the ledge and go right to the next screen. You can go on to the right as the drill takes out the Slogs...

Jump past the drills and pull the hoop above the door. Then start turning the wheel until the door opens below you. Climb down and exit.

Jump up to the next door. Use the rocks to destroy the bombs. On the next screen destroy the bombs and jump over. Take more rocks from the bag if necessary.

Crouch by the meat sack and chuck a rock onto the next screen. Now destroy the other bombs and move forward. Here you must destroy all thé various bombs blocking your path on ledges leading up to the left.

The first ledge requires a running jump. Drop to an area below and release four trapped Mudokons. Go back up and destroy the remaining bombs. Release the wheel and go through the door.

Jump up to door 3-4. Sneak left and climb to the next screen. Turn wheel no. 3 and make your way back down.

Jump to the first ledge and over so you hang off the ledge with the Slogs. They'll both fall, allowing you to climb to the next screen. Jump left, avoiding the falling crates. Go through the top left door. You'll appear in the background with wheel four. Turn it and go left to the exit. You'll appear outside door 3-4. Go down to door 5.

Sneak right past the emergency exit. Start turning the wheel. When the Slogs come, throw rocks and run for the exit. You'll be thrown into the air and land on a ledge with more Slogs. Run right and jump to the ledge on the right. Go through the door and you'll appear in the Executive Offices.

Roll under the drills and down the vent. Below you'll see more Slogs behind a laser activated barrier, so run to the right. Keep going until you see a ledge with a vent to the top right.

Run and jump up to the right for safety. Use the information point, then possess the boss. Use him to get through his voice activated transporter. Use Sligs to kill the Slogs. Repeat the words that come from the transporter to proceed.

### BONEWERKZ BOSS CONTROLS

**L1 + Triangle = Hey!**
**+ Circle = Do it!**
**+ X = Stay here.**
**+ Square = Comm'ere.**

**L2 + Triangle =All o' ya**
**+ Circle = Help!**
**+ X = Kill 'em!**
**+ Square = Laugh.**

Make the Slig open the barrier. Order him to kill as the Slogs attack in several waves. Then take the Slig to the lift and make him descend. Be quick or the drill will kill!

Have the Slig face the barrier and the lever. Get him to open the barrier and shoot the Slogs, then get him on the left hand lift and order him to take it down.

Make the Slig pull the lever and shoot the Slogs. Walk up to the voice control, 'Hey' and 'Do it' should work. Now you'll control Abe again. Take him through the door to where you left the Boss. Roll under the drills to the right.

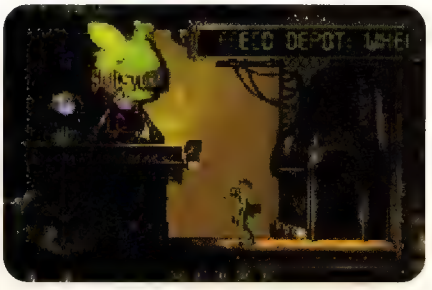
Climb up the next screen and jump the drill to pull the lever. Jump down the vent. Go right to the Mudokons. Get the Mudokon above to pull the lever releasing the locked door. Open the portal, free your friends, go through the unlocked door.

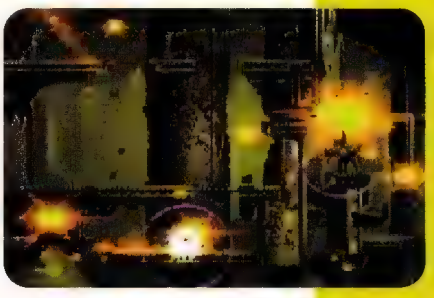
## Back to the Main Lobby

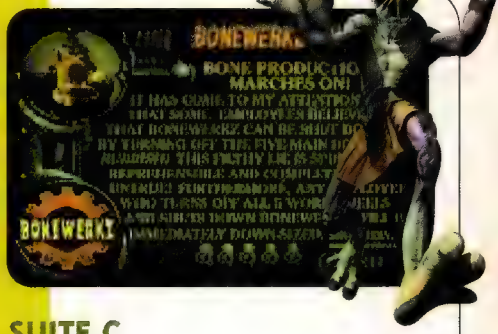
Go in the 'Employees Only' door. Roll left to the next screen. Pull the lever to release the barrier. Now head back out the door. Enter the 'Slig Barracks'. Wait for the Sligs to walk off before dropping. Stay in the shadows and sneak to the door.

Use the information point and move left. Drop down. Go left to the lift and down. Roll under the tanks to the right and jump down the vent. Go left and through the door. Go left through the next door. Slap the lock to get invisibility. Pull the lever to remove the barrier. Go down the vent. Roll back under the tanks and go up and left. Chant to become invisible. Run left past all the Sligs. Roll and jump at the last screen to go under the barrier.

Climb up until you find a lever. Pull it to and possess the Slig. Take it to the voice recognition lock, it will say 'Hi'. It gives you three noises to copy; L2 and X; L2 and triangle; then L2 and square. Go right and through the teleporter. Take the Slig to the right. Clear the next screen of enemies. Continue right, then left and down. Open the other voice recognition lock. Kill the Slig and follow the same path with Abe. Go through the Slig Barracks door. Run and roll








to the left. Then jump left and through the door.

Run to pull the lever when the Slig is off screen. Hide in the shadows until he walks off again. Jump up to the right ledge. Jump to the ledge with the Slig when he faces the other way. Jump up to the right quickly. Pull the lever to bring down the lift. Jump over the ledge while the Slig looks the other way. Pull the lever. Jump up to the ledge. When the Slig faces left, run and jump to the other ledge. Jump down the vent and watch Abe fly!

Jump to the ledges on the right. Possess the flying Slig. Send it up to the next screen to kill everything, then up again to kill the Sligs there and pull both levers. This lowers the barriers. You can climb up and go out the top door.

Get over the ledge as quickly as possible when the top Slig is facing the other way and the bottom one off screen. Hide in the shadow and make your way carefully left. Get grenades to destroy the Sligs. Turn the wheel to exit. Get the Mudokons to pull the levers and free them. Go down the lift and get two Mudokons. Take them up, and open the valves with all four. Take them down to free them. Once freed, make your way to the exit door (top right).

## Tunnel 1

Look at the map and information point. Go down tunnel one. Use the lift and run left when the Sligs face left. Hide in the shadows, making your way left and up to the Boom machine for grenades. Jump left. On the next screen, wait for the Sligs to face the other way. Using the shadows to hide, lead the Mudokons to safety. Head left to exit.

## TUNNEL 2

Leap left over the mine to the ledge below. Roll left to the next part. This has a mine – be warned. Jump on the lift and descend. Go right and drop down. Pull the lever. Go carefully right. Climb up and get over to the left to pull the lever, allowing you to free the Mudokon. Take him down the lift to the bird portal.

The screen below to the left contains five bombs. Do a running jump left and diffuse the bomb, then one on the left, then one below. Jump up to the top and diffuse the bombs either side of the Mudokon. Take him up the elevator to the portal.

Return left and through the exit. At the next door, proceed right. Use a grenade on the mine and it'll take out the Slig too, or creep over and make your climb very quick. Go left and ignore the lift. Continue left, disarming the bombs there. Jump to avoid the mine and pull the lever. Take the Mudokons right, to the lift.

Take everyone up on the lift. Be quick and get up carefully. Climb around the screen to get the second lift down, while the Sligs face the other way. Take the Mudokons up and left to free them. Then proceed left. Jump left between the mines onto the middle ledge. Open the valve and exit.

## TUNNEL 3

Look at the information point. Go left and attract the Sligs with no clothes to follow you. Run right and kill them as they pass through the barrier. Go left and possess the Slig above. Get him to come down and go to the far right screen, open the voice lock. Kill him and jump up to release the valve. Go right and possess the flying Slig. Make him kill the other flying Slig and open the voicelock. Then fly the Slig up through the middle, in between the two screens and kill all the Sligs. Kill him and go right.

## SUITE A

Possesses the Slig, kill it, then free your friends. Pull the lever to open the door and leave.

## SUITE B

Walk to the right of the lever and pull it. Drop down and possess the Slig. Make it open the voicelock. Free the Mudokons through the portal. Climb to the top and get onto the left ledge when the Slig walks to the right. Sneak through the shadows and get a grenade. Kill the Slig and the Drone. Possess and kill the two Sligs. Turn the valve and head down again for Suite C.

## SUITE C

Get up on the ledge and pull the lever. When the Slig comes down the chute, possess and kill it. Free the Mudokons. Go to the top level and get another grenade. Kill the patrolling Slig. Destroy the drone to the right. Possess one of the Sligs and open the hatch. Destroy them and open the valve to Suite D.

When the Suites are clear, go through the door above to a new room. Go to the top left dark corner using the chant. Roll left to the next screen with the Mudokons, slap all the locks and release them. Use invisibility to activate the barrier and kill the Sligs on the previous screen. Lead the Mudokons to freedom through the bird portal.

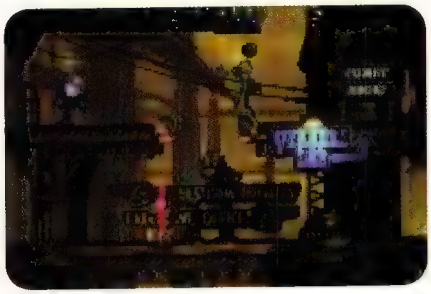
There's a flying Slig and a lever to the left. Run over, pull the lever and run down the trapdoor. Go down and left. Jump to the ledge above the locked-in lever. Roll left to the next screen. Keep going left until you come to the screen with a portal, vent and a lever. Pull it and get down the vent. Possess the flying Slig and use it to kill the others. Return and release your friends through the portal next to the lever.

Enter the main door that's now open to the General's quarters. Pull the lever below, then jump up to the left. Jump up the gap above and proceed right. Jump over, pull the lever and jump down the vent. Wait for the Slig to face the other way, climb up and roll right. Pause for him to turn away then continue right.

On the next screen, repeat this. Leap down pull the lever and jump into the vent. Roll right, you'll see two vents below the sign ÔWar Room'. Jump into the nearer one. Drop down when the Slig goes off screen left. Pull the lever. Sneak past the guard to the left and pull the lever. Sneak right and go down the vent. Pull the lever and then possess the General. Operate the voice controlled teleporter.

Take him down to the gas shut-off point. This is at the beginning of the path to the left. Use Sligs to run over bombs and get the lever pulled to open the door. Once done control returns to Abe. Leave through the main gate.

Go left. Turn off the barriers holding the Mudokons. Get them to follow you to the right. Chant to open the



portal. Go through the open door to the right. Go down to the right and into the Feeco executive office. Quickly climb up the ledge to the right. Run right and through the door. Pull the lever. Go through the door and proceed to the right.

Make your way right to the 'Baggage Claim' area. Pull the lever and kill the Sligs. Run to the second screen back and get the spirit lock. Be invisible to get down to the 'Baggage Claim' area and the vent to the right. Sneak through this bit using shadows. Pull the top right lever. Get down and sneak to the next screen. Sneak up on the ledge. When the Sligs are to the left, jump to the lever and pull it.

On the next screen with the General, jump to the right and chant to possess him. Try to shoot all but one Slig before using the next teleporter. Teleport him and he'll open the gates. Escape to the door on the far left. You'll come to the 'Security Fone' room. Go right and into the vent. Go to the left and free the Mudokons. Head back to the right and through the door. Now you can enter the Soul Storm Brewery.

## SOUL STORM BREWERY

Climb over the ledge to the next screen and down. Get the Mudokon on the left to work and open the valve. Free him through the portal. The next screen requires you to drop down and sneak past two motion detector droids. Sneak off to the left. Go left by rolling to the centre for cover. When the Sligs face the other way, move left without tripping the laser.

Run and jump left when the laser and Sligs are facing left. Take the lift up on the next screen. Use the information point. Climb up to the left. Pull the lever. Take a brew and possess a fart. Take it up and destroy the drone. Take another brew and go up the lift. Go left and hide under the boxes. Possess the flying Slig and take it right. Destroy the mines and pull the lever.

Walk all the way right. Lead the Mudokons you left behind to the left. Take them down in the lifts. Use them to open the three valves. Send them through to freedom. Head for the open door on the left.

Get on the train and enter the Soul Storm Brewery. Use the information point. Go through the door. Go right from the next screen and wake the Slig sleeping above. Get him over to the right on the next screen. Jump up to the left and pull the lever. Possess him and take him up the lift on the right. Shoot the other Slig then kill yours and take Abe up in the lift to get a brew.

Take Abe down and left. Open the barrier and possess a fart to destroy the drone. Possess the general. Get the lift down and go right. Take him up and open the barriers. Take Abe up to the vent.

## ZULAGS

### Zulag 3

Examine the information point. Go in the far left doorway. Roll past and under several sets of drills. Climb up and over to the next level, going back to the left turning all the drills off. Go back and get all the Mudokons on the far right screen. Walk them left. Pause at the drills still working. Use a Mudokon to help open the valves. Go back under the drills. Jump up to the right and up to the left. Pull the lever to turn off the drills.

Chant and open the portal to free your friends. Go up to the open door and back to the Zulag doors.

### Zulag 4

Go down the gap. Roll left. Drop down to the lever but don't pull it. Sneak past the droids and pull the lever on the far right. Open the barrier. Get the two Mudokons left of it and close it. Creep back the way you came and roll back to the right. Go to the ledge opposite the Slig dispenser and pull the lever. Drop down. When the Slig drops down, jump up. Possess him. Open the barrier. Kill the drones. Kill him and you're free to release the Mudokons on the left and right screens.

Go to the vent on the right that's out of order. Climb down. Roll right and you'll see a pack of Slogs below. Drop down. Run and jump onto the other ledge. Roll right and pull the lever. Roll left, jump down and up to the left again and the Slogs'll fall. Jump back to the right and open the right barrier. Go through and fall before the Slig shoots you. He'll jump down, so jump up and possess him from the ledge. Make him open the door and kill the Slogs. Kill him and get down to lead two Mudokons to freedom. Head up to the door.

Roll right and climb up to the right. Roll right past the tortured Mudokons and onto the next screen. Walk carefully past the droids and jump up to the ledge with the lever. Pull it and drop down. Wait until the Slig drops down. Jump up again. Possess the Slig. Kill the droids. Kill the Slig and proceed right. Move in the shadows. Get down and pull the lever. Chant to confuse the Sligs while you rush up to the ledge and jump down the vent. Go left and avoid the Slig gunfire. Free your Mudokon friends from the tear tractor. Leave them and climb down to the left. On the next screen, take the right gap and climb down. Say 'Hi' to the Mudokon in the background. He'll give you the power to cure your friends. Get a Slig from the machine. Go left at the bottom. He'll chase you. Go to the other screen and down the vent. Possess him. Open the door. Kill him. Take your friends to freedom. Go through the left door.

### zulag 2

Go right. Jump up and enter the door. Go right and down the lift. Take the bottom route right over the bombs. Possess a flying Slig and fly it left. At the barriers you'll see a gap (top right) to fly through. Take it down under the lift to pull the lever. Open the barriers above. Use the flying Slig to destroy other enemies. Lead the Mudokons to the portal and freedom. Go to the right at the bottom and exit.

### Zulag 1

Go to the far right. Possess the Slig above the trapdoors. Bash the Mudokon to stop him pulling the lever. Take the Slig right and kill both Sligs. Take Abe to the far right and up to the lever. Pull it and use the Glukkon to activate the voice locks above and to the left. The last voice lock opens a trapdoor. Open them all and go down. Command the Slig to pull the lever and kill the Glukkon. Take your friends to the portal through the trapdoors. Go to the right through the door.

### Top Door

Go left through the door. Use the shadows to creep past. Climb up the ledge. Stop the Mudokon pulling the

lever. Go to the shadow under the middle platform. When the Sligs are over the trapdoor, pull the hoop. Attract the Slogs to the previous screen. Get them down the trapdoors. Get the Mudokons over to turn the valves. Then free them. Go through the portal. Go through the door opened by the valves. The main door will be open, go through. You appear in a new area with five more Zulag doors. Go down the vent. From the map you'll see Zulags one to ten.

## Zulag 8

Drop down and creep right. You'll see a Mudokon above next to a trapdoor. Pull the lever, run left and jump up to the ledge on the left. Run to the right and up onto the ledge. Go right. Possess the flying Slig. Use it to kill the Slogs. Take it up where you see the arrow and free all the Mudokons by flying down into their cells and dropping them through the trapdoors. Take the Mudokons to the left and free them through the portal. Go through the far right exit.

## Zulag 9

A Slig and a Mudokon are below. Make the Mudokon open the trapdoor to the left. Jump to the left and into the shadows. Drop down the trapdoor. Get the Mudokon to open the trapdoor. Go down to the ledge below. Creep past the Slig to the Brew machine. Use a fart to kill the Slig. Get another brew and head to the left vent. Kill the Slig at the top and pull the lever. This releases the trapdoor allowing you and your friend to drop to the next level.

Go down and get another brew. Drop to the left but not into the vent. Possess the fart and get it to kill the Slig above. Repeat this to kill all the Sligs. Head into the executive offices. Possess the Officer and get him through the teleporter. Go left and use the Soul Brew to blow up the drone. Complete all three executive offices to get through the exit at the bottom. Lead your Mudokon friends to the bottom and through the portal before using the exit.

## Zulag 6

Some Mudokons are below you. Go to them and take them left, into the portal. Go through the teleporter and into the background. Go left and pull the lever. Go through the barriers and down the vent. Ask the fighting Mudokons to 'Stop it'. Show sympathy. Lead them up the lift to the right. You'll see a Mudokon to the right pulling a lever. Quickly get up and drop down to him. Free your friends to the right through the portal. Go down the vent. You appear to the right of the exit with only the valve to turn to escape.

## Zulag 7

Guide a blind Mudokon away from two drills. You find another – take him along too. Get meat and take the Mudokons down the lift. Use the meat to distract the Slogs while you sneak down the elevators. Close the barriers. Take your friends to the portal and release them. Now exit through the door using the valve.

## Zulag 10

When you find a barrier, go through the doorway. Turn off the barriers and return. Jump up to the left. Pull the lever to and possess the Slig. Take it through the barriers. Kill all the Sligs. Take the elevator down and use the teleporter. Once through, use the teleporter below. Shoot the Sligs by pressing down and fire. Proceed left and finish the rest of the Sligs. Pull the lever at the dead end to the left. Go up and to the left. Pull the lever to drop the barrier and return control to Abe. Be careful of the drills. Take the lift up at the exit and use the Mudokons to release the three valves. Take them down the lift and to the right to release them. Head for the exit.

## Zulag 14

Several Mudokons will follow you below and operate the doors by switches in the floor. You do too, so be careful. Once you get them over to the lift you'll then join them and be able to knock some sense back into them. Once on the lift, take them up and free them through the portal. Then proceed through the exit by opening the valve.

## Zulag 12

Creep past the detector droids. Roll left to the next screen. Use a fart to destroy the Slig. Go get another Soul Brew before going on. Place a fart under the Slig and blow him up. Now release the valve to open the trapdoors. Go down the one pointing down. Jump up to the left and down the vent. This puts you on a platform above with a Mudokon in the background. He gives you the power to heal the Mudokons on the tear tractor to the far right.

Now go back down and over to the Sligs. Get to the ledge on the right and possess the Slig on the bottom. Make him open the voice lock and kill the Slogs. Kill him and go right if you have a fart from a brew. If not, get one. Kill the Slig under the tear tractor. Open the valve to free your friends. Cure them by chanting. Take them all the way left to free them. Head back up to the beginning to the exit door.

## Zulag 11

Go right and jump up to the lever. Pull it. Possess the Slig and take it right, down the gap and destroy all the Sligs. Return control to Abe and follow the path. You'll see a Mudokon who'll give you the power to heal the Mudokons below. You need to lead them along the bottom and up the elevator to the portal on the right. Open the exit valve and go through.

## Zulag 14

Jump left to find a voice lock on the next screen. Turn the valve above. Jump back over the large gap. Jump onto the ledge above on the right. Possess the Slig and make him open the voice lock. Pull the lift up. Possess another Slig. Make him go down and kill the Sligs below. Get Abe on the lift and go down. Go left to get possess Glukkon. Open all the voice locks. Use a Slig to take the Glukkon down. Kill the Sligs. Destroy the Glukkon and take the Mudokons down to freedom on the right at the bottom. Get them to open the exit door valves.

## Final Exit

Roll top right to the information point. Use it and go through the door. After the FMV turn the valve and head for the door.

## Detention Centre

Turn the valve in the background. Go through the door. Escape to the right from a flying Slig. Through a vent you'll come to the foreground. Go left and disarm the bombs. Take the Mudokon back right and down the lift. Get him to open the valves with you and go through the door. Run left and through the door. Watch out for the flying Slig! Turn the valve. Make the Mudokon follow you back to the left and under the drills.

Get the Mudokon over the trapdoor together turn the valves. The mad Mudokon will fall, so sympathise with him and get them both up on the lift. At the top, place the Mudokons at a valve each, take the top one. When you turn them the drill starts coming. Take your Mudokons right and up the lift. Chant to free them and you'll receive a special power.

Roll left back to the valve and the bombs. Chant and your power will destroy all the bombs and Sligs. Turn the valve and drop to the final exit. When you land, chant and free the Mudokons in the background.

A portal will open for you too... you've reached the end.

## CONGRATULATIONS !

# GUNNING FOR

## CHOOSE YOUR WEAPON...

NAME OF GUN: **Guncom**
MANUFACTURER: **Namco**
PRICE: **£29.99**
COOL RATING: **9/10** - *Chunky with a perfect arcade feel to it.*
BANK JOB RATING: **3/10** - *It's highly unlikely that the woman behind the counter is going to give you all the bank's money if you point this at her. Unless she's really stupid.*
GUN-HERO RATING:
**Han Solo with a stolen Stormtrooper Blaster**

NAME OF GUN: **Scorpion 1**
MANUFACTURER: **Blaze**
PRICE: **£24.99**
COOL RATING: **3/10** - *This is designed to look like a gun. It comes in green and silver.*
BANK JOB RATING: **2/10 or 9/10** - *Definitely looks like a gun, but unless everyone is wearing green-tinted sunglasses you've got no chance of convincing them. Buy the silver one.*
GUN-HERO RATING:
**James Bond**

NAME OF GUN: **Max Blaster**
MANUFACTURER: **Max Play**
PRICE: **£12.99**
COOL RATING: **6/10** - *It loses points for it's plastic feel, but wins some for its pure black sex appeal. And it looks like Robocop's gun.*
BANK JOB RATING: **5/10** - *Looks sort of like a gun (albeit a plastic one), and it's black. You'd be taking chances using this.*
GUN-HERO RATING:
**Robocop (from the not so good TV series)**

# YOU...

Loaded...

There's no escaping a simple fact. If a game uses a light gun, it's cool. Half the reason for arcade successes like the stunning *Operation Wolf* through to the more modern games like *House of the Dead* and *Area 51* is that indescribable cool that you can only get from holding a gun. We all want to be Dirty Harry or Rambo. Or at least we all want to be able to act like them for ten minutes or so.

So it's no surprise that after the explosive success of the PlayStation, someone would consider making a game in which the light gun would be not just an added bonus, but a downright essential.

But it's not as quite easy as that. There are so many light guns around, and so many games that might not be 100% compatible with a certain gun, that it's hard to pick out the best of the bunch. So over the next four pages we're going put a selection of the most popular guns through a rigorous test and see which one comes out on top. How? Well, it's quite simple, actually.

We've taken the three most arguably exciting and essential games that use light guns and lined up all the guns to see which ones look the best, are fun to play with and more importantly, do the job they're supposed to. That way everyone gets a fair shot at the title.

The games used were *Point Blank* from Namco, *Die Hard Trilogy* from Fox Interactive and *Time Crisis*, again from Namco. And the results went a little something like this.

NAME OF GUN: **The Real Arcade Light Gun**
MANUFACTURER: **Joy Tech**
PRICE: **£27.99**
COOL RATING: **6/10** - *Looks like it means business and also like it would use nuclear weapons for ammunition - powerful stuff, indeed.*
BANK JOB RATING: **1/10** - *Nope. Not a chance in hell of being able to fool anyone with this, unless you travel forward in time.*
GUN-HERO RATING:
**Judge Dredd and his Law Giver**

NAME OF GUN: **Predator**
MANUFACTURER: **Logic 3**
PRICE: **£19.99**
COOL RATING: **6/10** - *I'm no gun designer, but this just doesn't look right. It doesn't even look like a gun from the future. It does light-up in a funky way on the outside when you fire it though.*
BANK JOB RATING: **1/10** - *Again, nothing really convincing about this unless you try and do over a comic convention.*
GUN-HERO RATING:
**Buck Rogers in the 25th Century**

NAME OF GUN: **Eraser**
MANUFACTURER: **Fire**
PRICE: **£19.99** (GUNCOM COMPATIBLE) / **£12.99**
COOL RATING: **6/10** - *Well, it's kind of like having a mini machine-gun in your hands. But then again, not really.*
BANK JOB RATING: **4/10** - *Don't give them much of a chance to look at the gun and you just might pull it off.*
GUN-HERO RATING:
**A small Rambo**

# GAME BY GAME ANALYSIS

### GAME 1:

## POINT BLANK

**Namco. £59.99 (with GUNCOM gun). £34.99 (without gun)**

A straight conversion from the arcade machine. Choose your level, complete the task set within the time, bullet or target limit and then proceed onto the next level. But the guns need to be Guncom compatible to work with this game.

### GUN - GUNCOM

Well, it comes as no surprise that the gun made for the game (or is that the other way around?) is as near to perfect as you can get. The actual game itself doesn't require any reloading or anything as complex as that, just point at the screen and shoot. The gun is easy to hold, very accurate and my only niggle, as with the other guns used in this test, is that you have to be almost central to the screen for top accuracy. Almost perfect. **9/10**

### GUN - SCORPION

A really good performer. Because the gun is so light, you get the impression that this won't be able to stand up to the beating it gets playing *Point Blank* - but how wrong can you be. It's only slightly less accurate than the Guncom, but it's lighter (allowing you to play longer without getting hand-ache) and feels brilliant in the palm of your hand. Again, almost perfect. **9/10**

### GUN - MAX BLASTER

Not Guncom compatible, so we couldn't play the game with it. **0/10**

### GUN - REAL ARCADE LIGHT GUN

Annoyingly inconsistent this one. It's very heavy, it's firing mechanism is a bit clicky and unresponsive, and, although it's sometimes very accurate, it loses it occasionally – usually at the most important of times. Flawed. **7/10**

### GUN - PREDATOR

Not Guncom compatible, so we couldn't play the game with it. **0/10**

### GUN - ERAZER

A bit of trouble setting up the accuracy of the gun, not sure if that's the game or the gun, but once we'd got it going it was great. Very accurate, not amazingly quick to fire, but did the job well. **7/10**

### GAME 2:

## TIME CRISIS

**Namco. £59.99 (with GUNCOM gun). £34.99 (without gun). Soon to be released on Platinum.**

No surprises here, another successful conversion of the arcade machine, but this had the added bonus of the hide and shoot method and the problem of how the gun would cope with the configuration. Fast and frantic action. Again, the guns need to be Guncom compatible for this game.

### GUN - GUNCOM

No problems here. With a button on either side you can play this either right handed, left handed or hold the gun with two firm hands. Accurate, fast and again a top performer. **9/10**

### GUN - SCORPION

Not its best performance. Using the Special Weapon button to reload works fine, but because the gun is so small, it can get a bit messy. More of a niggle than a problem. Still accurate and competent. **8/10**

### GUN - MAX BLASTER

Not Guncom compatible, so we couldn't play the game with it. **0/10**

### GUN - REAL ARCADE LIGHT GUN

Especially for *Time Crisis*, this gun comes with a pedal to recreate the effect of the original arcade machine. It works fine, but the gun still suffers from its troubled firing action and weight. Not my style. **5/10**

### GUN - PREDATOR

Not Guncom compatible, so we couldn't play the game with it. **0/10**

### GUN - ERAZER

Nice set-up, the special weapon button is in a good place to hold the gun and play the game, it's very accurate (again once it's set up properly), but the speed of the game and the firing rate needed don't work well with the size of the gun. Very cramped but good performance. **7/10**

### GAME 3:

## DIE HARD TRILOGY

**Fox Interactive Studios, £19.99 (Platinum)**

A movie conversion, but it's a good one. In fact it's three good ones all rolled into one. All we're concerned with is the light gun section of the game, *Die Hard 2: Die Harder*. It's non-stop action all the way, so you can be trigger happy, but you'll need to be deadly accurate too.

### GUN - GUNCOM

The gun only works with Guncom games, so we couldn't play the game with it. **0/10**

### GUN - SCORPION

Another top draw performance from this one. We already know it's accurate and lightweight, and although it had problems with *Time Crisis*, the ability to reload the gun by pointing away from the screen really helps here. A case of software and hardware working in harmony. Great fun. **9/10**

### GUN - MAX BLASTER

Finally the Max Blaster gets to strut it's stuff, and it's not too bad. Very light and accurate but just not got the feel to it. Works well but doesn't look the part. **7/10**

### GUN - REAL ARCADE LIGHT GUN

The game requires a lot of quick firing, so you don't get much chance to put the gun down, it works but is too heavy to use for more than one level without you needing to see a doctor the next day with a severe wrist injury. Not too keen on the clunky firing action either. **5/10**

### GUN - PREDATOR

Good stuff. Light, very accurate and a really good match-up for this game. And don't forget the lights at the side of the gun, you can't really see them because you're playing the game, but anyone in the room will be impressed. **8/10**

### GUN - ERAZER

Apart from the tacky imaging (camouflage is so '80s), the only other thing wrong with the gun is the size of it. Now my hands aren't huge, but the triggering is very cramped and the whole thing needs to be extended by about five or six inches. Very accurate and the sights work well too. **6/10**

## AND THE WINNER IS...

This is tough. There are two outstanding pieces of weaponry here: the Guncom and the Scorpion. They both both had their nemesis, the Guncom not being compatible with *Die Hard Trilogy* and the Scorpion being too small for *Time Crisis*, but they both worked brilliantly with the other two games.

We like the lightness, accuracy and the cool super-spy feeling you get from the Scorpion, but if you own *Time Crisis* things might get just a little too annoying for you. On the other hand, the Guncom works really well, but why deny yourself the pleasure of playing *Die Hard Trilogy*?

So? Well, it's not an ideal solution to the question, but with all the testing and above caveats, we announce a dead heat. They're just too good to separate. Use what we've said about to make your buying decision, or, if you're flushed with cash, buy both of them.

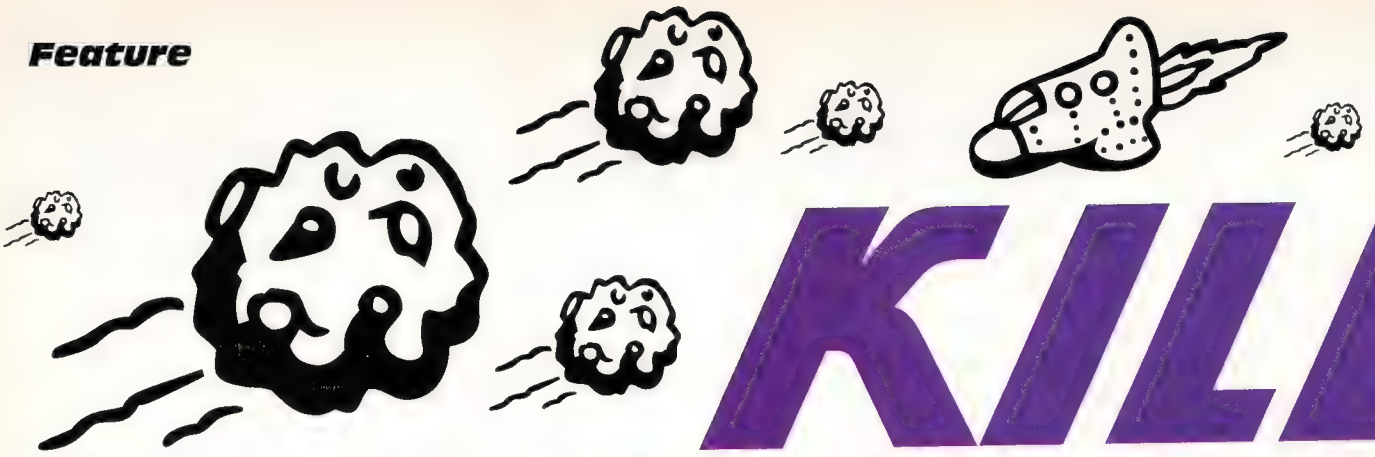
## COMPETITION

We've got TEN Silver Scorpions to dispose of. And a very extra limited edition (only 10 have been made) Scorpion with light gun is the best? And we've done that's right, it's a funky gold one. And have a look at how generous we are as well, we're giving one. But you will if you win the competition and think you're going to do for this fantastic prize? Well, we want you to do for this fantastic prize? Well, we've got to be hard to bring you the definitive answer to the question which

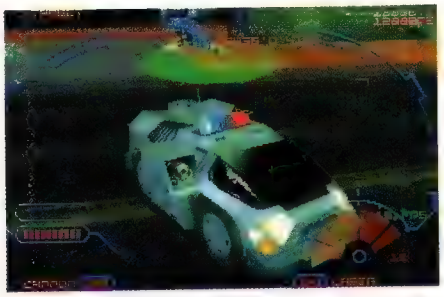
**Scopion 1**
*Light Gun*

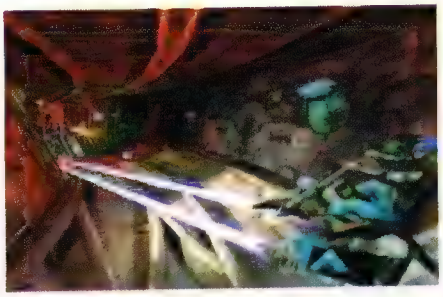
**And the question is:**
*What type of gun is traditionally favoured by James Bond in the 007 movies?*

**Send your answer to:**
*IS IT REAL OR IS IT A LIGHT GUN?, STATION Magazine, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP*



# KILL





Dodging snowflakes in an arctic blizzard can be tricky at the best of times, but when those snowflakes are explosive shells and you're at the controls of the latest in starship technology the task becomes positively perilous. Of course, I'm talking about a game that is arguably the Granddaddy of that oldest of videogame genres – the shoot 'em-up.

The genre may be as old as the hills; but even with the torrent of sub-standard blasters we've been subjected to over the years, it's still going stronger than Homer Simpson at three in the morning on an all-expenses paid tour of the Duff Brewery.

Shoot 'em-ups are perhaps the most abused of the videogame genres too. In an attempt to make their games different from the rest, programmers seem to forget that addictive simplicity is the key to a good shoot 'em-up, and not eye popping visuals or War & Peace style story lines and cut sequences. For all the over-produced bullshit that's around though, there are plenty of pure, hardcore shoot 'em-ups to test both your reactions and your nerve. It's a big job to sort those with simply addictive gameplay out from those that are just plain simple. Which is why we've done the job for you!

**ASSAULT** — TELSTAR — 65%
One dimensional blaster that thrills, but not for long.

**BLAST RADIUS** — PSYGNOSIS — 85%
Uses the *Colony Wars* engine but with more emphasis on pure blasting. Cool.

**COLONY WARS** — PSYGNOSIS — 84%
Fantastic looking, although a little shallow, space opera/shoot 'em-up.

**COLONY WARS: VENGEANCE** — PSYGNOSIS — 88%
Improves in almost every way over the original game.

**CONTRA: LEGACY OF WAR** — KONAMI — 65%
Classic mayhem comes to the PlayStation with a poor attempt at 'real' 3D.

**CRITICAL DEPTH** — GT INTERACTIVE — 75%
Submarine action with pretty graphics.

**CRUSADER: NO REMORSE** — EA — 30%
Early isometric platform shoot 'em-up. Crap.

**CRYPT KILLER** — KONAMI — 40%
Another sub-standard light gun game.

**CYBERSLED** — NAMCO — 25%
Poor conversion of poor arcade game.

**DESCENT** — INTERPLAY — 68%
Fully rotational 3D accompanies an average blaster.

**DESCENT 2** — INTERPLAY — 60%
More of the same really. Could have improved but didn't.

**FIRESTORM** — CORE — 69%
Ancient but playable helicopter shooting.

**FORSAKEN** — ACCLAIM — 90%
Graphically superb with addictive gameplay to boot.

**FRENZY** — SCI — 33%
Bi-plane shoot 'em-up that could have been great. It isn't though.

**G-DARIUS** — THQ — 89%
Looks old but plays superb.

**GALAXIAN 3** — NAMCO — 53%
Blasphemous 3D version of classic shooter.

**G-POLICE** — PSYGNOSIS — 91%
Strategy heavy helicopter shoot 'em-up. Very absorbing.

**GHOST IN THE SHELL** — SONY — 86%
Pounding techno soundtrack with a cool Manga based game to boot.

**HARDBOILED** — EA — 19%
We'd rather play Tin Can Alley.

**INDEPENDENCE DAY** — EA — 15%
Terrible film licence.

**IN THE HUNT** — THQ — 60%
Old fashioned but still worthy submarine shoot 'em-up.

**IRONMAN XO MANOWAR** — ACCLAIM — 17%
Hideous scrolling shoot 'em-up.

**JUDGE DREDD** — GREMLIN — 25%
Graphically cool but with little else to it.

**JUPITER STRIKE** — SONY — 40%
Another blaster that hasn't aged well.

**KRAZY IVAN** — PSYGNOSIS — 47%
Mech game that lacks substance but looks nice.

**LETHAL ENFORCERS** — KONAMI — 23%
Arcade light gun game that should have stayed there.

**AGENT ARMSTRONG** — VIRGIN — 57%
Tedious mix of platform and shooting that fails to deliver on most counts.

**AGILE WARRIOR** — VIRGIN — 50%
Flight sim blasting that never really inspires.

**AIR COMBAT** — NAMCO — 60%
Namco attempt a mix of flying and shooting to minor success.

**AREA 51** — GT INTERACTIVE — 30%
Light gun blaster that should be left well alone.

**ARMOURED CORE** — SONY — 80%
Arcade *Mechwarrior* game with lots of action and weapons.

# CITY

**Space Invaders has got a lot to answer for...**

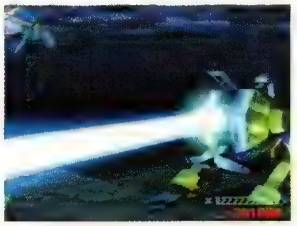
### SHOOT 'EM-UP? QUE!?

By definition, a shoot 'em-up is a game where the majority of the gameplay involves shooting things. You don't need a degree to work that out we know, but there are many different sub-genres within the category. Firstly there's the good old one man and his space ship against hoards of evil aliens, á la *Space Invaders*, *R-Type* and *Einhander*. Among the many sub-genres though are flight sim shoot 'em-ups, platform blasters and light gun games. Basically then, defining a shoot 'em-up is a difficult task, so if you see a game on these pages that you don't think is a shoot 'em-up, trust us, it is. Remember, we know everything.

### BEST SHOT

So what game claims the honour as best of the blasting bunch? Well in STATION's humble opinion, it's none of the games in this list, because the immense *Einhander* by the equally immense Square has not yet been released in the UK. Those that have played the import version will know though, that *Einhander* offers the most frantic, adrenaline pumping shoot 'em-up action that the PlayStation has to offer.

Sadly Square seem to have a bug up their arses over UK releases.



**LOADED** — GREMLIN — 64%
Good fun in it's day, top down blasting mayhem.

**LONE SOLDIER** — TELSTAR — 28%
Incredibly flawed next generation *Commando*.

**MACHINE HUNTER** — EIDOS — 55%
Similar to *Loaded*, nothing special then.

**MAGIC CARPET** — EA — 74%
Persian rug shenanigans ahoy!

**MAXIMUM FORCE** — GT INTERACTIVE — 44%
Surprise, surprise! Another tedious and uninspired light gun game.

**MDK** — INTERPLAY — 90%
Excellent, original 3D blaster.

**MECHWARRIOR** — ACTIVISION — 45%
Is the PlayStation powerful enough to run this PC style of game? No.

**N2O** — GREMLIN — 80%
Pure shoot 'em-up with a thumping soundtrack.

**NOVA STORM** — PSYGNOSIS — 13%
No.

**NUCLEAR STRIKE** — EA — 86%
Looks good. Nondescript gameplay though.

**ONE** — ASC GAMES — 67%
Namco attempt a mix of flying and shooting to minor success.

**OVERBOARD** — PSYGNOSIS — 77%
Pirates on the PlayStation. Great fun in four player.

**PHILOSOMA** — SONY — 58%
Cool 3D graphics engine but not much in the way of gameplay.

**POINT BLANK** — SONY — 93%
Superb fairground style light gun game.

**PROJECT OVERKILL** — KONAMI — 60%
Tedious but eye pleasing stuff.

**PROJECT X2** — OCEAN — 83%
Frantic, unadulterated side-on blasting.

**RAIDEN** — OCEAN — 80%
Massive weapons, loads of space ships; the definition of a shoot 'em-up.

**RAPID RELOAD** — SONY — 35%
One of the very early PlayStaion games and even Oil Of Ulay couldn't hide the wrinkles.

**RAY STORM** — SONY — 76%
Another definition of a real shoot 'em-up. Doesn't mean it's great though.

**RELOADED** — GREMLIN — 60%
Sequel to *Loaded*. More of the same.

**REVOLUTION X** — ACCLAIM — 10%
Hideous light-gun game based around Areosmith. Oh dear.

**ROBOTRON X** — GT INTERACTIVE — 77%
Classic arcade game looks dated but plays okay.

**R-TYPES** — VIRGIN — 90%
The original arcade games, *R-Type* and *R-Type 2* plus a demo of the forthcoming all new *R-Type*. A winner.

**SOVIET STRIKE** — EA — 84%
Strike goes to Russia in fine style.

**STEEL REIGN** — SONY — 50%
More tanks, more explosions, not much fun though.

**STARFIGHTER 3000** — TELSTAR — 45%
Dodgy visuals let down a decent 3D blaster.

**STEEL HARBINGER** — MINDSCAPE — 40%
*Loaded* wannabe. Why we don't know.

**STRIKEPOINT** — ELITE — 42%
Tries to ape the *Strike* series but fails.

**TEMPEST X3** — INTERPLAY — 92%
Won't win any graphical prizes but it's got some of the best blasting action on the PSX.

**TIGER SHARK** — GT INTERACTIVE — 46%
Basic 3D shooter.

**TIME CRISIS** — SONY — 92%
Alongside *Point Blank*, the best light gun game out there.

**TOTAL ECLIPSE** — DMA — 40%
Sub standard 3D blasting action.

**TUNNEL B1** — OCEAN — 65%
Another case of plenty of eye candy but no gameplay.

**ULTIMATE PARODIUS** — KONAMI — 79%
This odd 2D shooter must have originated in Japan.

**WARHAWK** — SONY — 60%
FMV storyline but tedious, linear space blasting.

**WING COMMANDER 3** — EA — 25%
Graphically cool but with little else to it.

**WING COMMANDER 4** — EA — 50%
Same as above, only they should have sorted it by now.

**WING OVER** — JVC — 61%
Okay flight sim. shoot 'em-up. *Wing Over 2* is pending.

**XEVIOUS3D/G+** — NAMCO — 55%
Classic shoot 'em-up conversion doesn't quite make the grade.

# The Second Coming of...

# The STATION Bible

**Regular readers will know by now that every two months STATION magazine prints a complete A-Z of PlayStation gaming, providing the ultimate buyer's guide to Sony's 32bit console.**

**Updated by the UK's top magazine team and pulling no punches in our appraisals of the software currently available, this is a gaming guide you can trust implicity to lead you to PlayStation gold and away from the steaming turds of mediocrity that foul up the nation's bargain buckets!**

**This is the STATION Bible, hallowed be its games.**

* DENOTES NEW ENTRY

### ACE COMBAT 2
SONY • FLIGHT SIM • 1 PLAYER

Limited but entertaining arcade flight sim.

### ACTUA GOLF
GREMLIN • SPORTS SIM • 1-4 PLAYERS

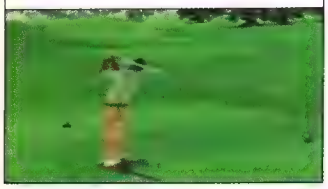
A well conceived and playable golfing sim.

### ACTUA GOLF 2
GREMLIN • SPORTS SIM • 1-4 PLAYERS

Excellent update, one of the best genre titles available.

### ACTUA GOLF 3 *
GREMLIN • SPORTS SIM • 1-2 PLAYERS

Solid golf simulation, not bad



### ACTUA ICE HOCKEY
GREMLIN • HOCKEY SIM • 1-4 PLAYERS

Average hockey sim, swamped by its competition.

### ACTUA SOCCER
GREMLIN • FOOTY SIM • 1-4 PLAYERS

One time market leader, now plain average.

### ACTUA SOCCER 2
GREMLIN • FOOTY SIM • 1-4 PLAYERS

Not the vast improvement we anticipated.

### ACTUA SOCCER 3 *
GREMLIN • FOOTY SIM • 1-4 PLAYERS

Another instalment in the calssic Actua series.

### ADIDAS POWER SOCCER
PSYGNOSIS • FOOTY SIM • 1-4 PLAYERS

Poor football romp, with dubious special moves.

### ADIDAS POWER SOCCER '97
PSYGNOSIS • FOOTY SIM • 1-4 PLAYERS

It's the same game with new teams and nothing else.

### ADIDAS POWER SOCCER '98
PSYGNOSIS • FOOTY SIM • 1-4 PLAYERS

A reasonable step in the right direction.

### AGENT ARMSTRONG
VIRGIN • SHOOT 'EM-UP • 1 PLAYER

Blend of platformer and shoot 'em-up, short lived.

### AGILE WARRIOR
VIRGIN • SHOOT 'EM-UP • 1 PLAYER

Very, very dodgy flight sim. Avoid.

### AIR COMBAT
NAMCO • FLIGHT SIM • 1-2 PLAYERS

Perfect conversion of the dull arcade game.

### AIR RACE
THQ • RACER • 1-2 PLAYERS

Poor attempt at blending flying and racing.

### ALLIED GENERAL
MINDSCAPE • WAR • 1 PLAYER

Don't bother. Get *C&C: Retaliation*.

### ALIEN TRILOGY
ACCLAIM • SHOOT 'EM-UP • 1 PLAYER

Average first-person blaster, wastes its potential.

### ALL STAR SOCCER
EIDOS • PANTS • 1-2 PLAYERS

The poorest football game ever. Probably.

### ALONE IN THE DARK
INFOGRAMES • ADVENTURE • 1 PLAYER

Classic adventure, now woefully out of date.

### ALUNDRA
PSYGNOSIS • RPG • 1 PLAYER

Old style RPG that constantly delights.

### ANDRETTI RACING
EA • RACING • 1-2 PLAYERS

Fun two player mode but not a lot besides.

### AQUANAUT'S HOLIDAY
SONY • SEA ANTICS • 1 PLAYER

Ground breaking sub-aquatic adventure.

### ARCADES GREATEST HITS
GT • RETRO COMP. • 1-2 PLAYERS

So-so nostalgia trip.

### AREA 51
GT • SHOOT 'EM-UP • 1-2 PLAYERS

Linear light gun blaster, lacking in variety.

### ARK OF TIME
TAKE 2 • ADVENTURE • 1 PLAYER

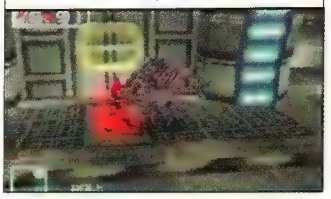
Poor point and click adventure – avoid.

### ARMOURED CORE
SONY • SHOOT 'EM UP • 1-2 PLAYERS

Average *Mech Warrior* style romp.

### ASSAULT
TELSTAR • SHOOT 'EM-UP • 1-2 PLAYERS

*Contra* in 2.5D, limited lifespan but fun while it lasts.



### ASSAULT RIGS
PSYGNOSIS • SHOOT 'EM-UP • 1-2 PLAYERS

Atari's classic *Battle Zone* with next generation visuals.

### ATARI CLASSICS
GT • RETRO • 1 PLAYER

More flashbacks of low quality gaming.

### AUTO DESTRUCT
EA • RACER • 1 PLAYER

Rather nice blend of driving and combat.

### AYRTON SENNA'S KART DUEL
EA • RACER • 1 PLAYER

Brave track designs make this interesting for a while.

### AYRTON SENNA KART DUAL 2
OCEAN • RACER • 1-2 PLAYERS

Dire, an insult to the legend.

### AZURE DREAMS
KONAMI • RPG • 1 PLAYER

16-Bit disappointment, *Final Fantasy VII* this ain't.

### B-MOVIE
GT • SHOOT 'EM-UP • 1 PLAYER

Average blaster enlivened by great visuals and sound.

### BABY UNIVERSE
SONY • DAY TRIPPER • 1 PLAYER

Way over-priced for what this is.

### BATMAN FOREVER
ACCLAIM • BEAT 'EM-UP • 1-2 PLAYERS

...and you thought the movie was bad.

### BATMAN AND ROBIN
ACCLAIM • ADVENTURE • 1 PLAYER

Not a bad use of the licence, but still a bit poor.

### BALL BLAZER CHAMPIONSHIP
VIRGIN • FUTURE SPORT • 1-2 PLAYERS

Uninspiring update of the C64 hit.

### BATTLE ARENA TOSHINDEN
SONY • BEAT 'EM-UP • 1-2 PLAYERS

Poor beat 'em-up, overshadowed by *Tekken*.

### BATTLE ARENA TOSHINDEN 2
SONY • BEAT 'EM-UP • 1-2 PLAYERS

Fails to address the original's flaws.

### BATTLE ARENA TOSHINDEN 3
SONY • BEAT 'EM-UP • 1-2 PLAYERS

An improvement but still not worthy of recommendation.

### BATTLE STATIONS
EA • STRATEGY • 1-2 PLAYERS

Battleships using a pen and paper is more fun, and cheaper

### BEDLAM
ACCLAIM • STRATEGY/ACTION • 1 PLAYER

Tries to be Syndicate but falls on it's arse.

### BIO FREAKS
GT • BEAT 'EM-UP • 1-2 PLAYERS

Enjoyable blood soaked combat, far better than *MK4*.

### BLACK DAWN
EA • HELICOPTER SIM • 1 PLAYER

Helicopter action which delivers for a while.

### BLAM! MACHINE HEAD
CORE • SHOOT 'EM-UP • 1-2 PLAYERS

Addictive puzzler, endless in two player.

### BLAST CHAMBER
ACTIVISION • PUZZLER • 1-4 PLAYERS

Fun four player puzzle blasting.

### BLAST RADIUS
PYGNOSIS • SHOOT 'EM-UP • 1-2 PLAYERS

Arcade blast in the *Colony Wars* mode.

### BLASTO
SONY • PLATFORMER • 1 PLAYER

Painfully slow blend of jumping and blasting.

### BLAZING DRAGONS
BMG • ADVENTURE • 1 PLAYER

Point 'n' click and not a lot else.

### BLOODY ROAR
VIRGIN • BEAT 'EM-UP • 1-2 PLAYERS

Animal morphing fighter. Cool.

### BRAHMA FORCE
JVC • 3D PLATFORM • 1 PLAYER

Tedious *Doom*-a-like.

### BREAK POINT TENNIS
OCEAN • TENNIS SIM • 1-2 PLAYERS

Not as good as *Smash Court*.

### BREATH OF FIRE III
OCEAN • RPG • 1 PLAYER

Doesn't break with tradition and is all the better for it.

### BROKEN SWORD
SONY • ADVENTURE • 1 PLAYER

One of the best point 'n' clickers available.

### BROKEN SWORD 2
SONY • ADVENTURE • 1 PLAYER

Better than the last.

### BUBBLE BOBBLE/RAINBOW ISLAND
SONY • RETRO • 1 PLAYER

Two classic games. A little dated now though.

### BUBBLE BOBBLE 2
VIRGIN • PLATFORM • 1 PLAYER

More bubble based action. Or is that bobble?

### BURNING ROAD
SUNSOFT • RACER • 1 PLAYER

Tried to be Daytona. Failed miserably.

### BUBSY 3D
TELSTAR • PLATFORM • 1 PLAYER

Watch some paint dry instead.

### BUSHIDO BLADE
SONY • BEAT 'EM-UP • 1-2 PLAYERS

The thinking man's fighter.

### BUST-A-GROOVE *
SONY • DANCE SIM • 1-2 PLAYERS

Original, but sadly short-lived dance 'em-up.

### BUST-A-MOVE 2
ACCLAIM • PUZZLE • 1-2 PLAYERS

Superb puzzle game to rival *Tetris*.

### BUST-A-MOVE 3
ACCLAIM • PUZZLE • 1-2 PLAYERS

Lacking in new ideas, but still enjoyable.

### CARDINAL SYN
SONY • BEAT 'EM-UP • 1-2 PLAYERS

Average fighting romp, high on gore.

### CARNAGE HEART
SONY • ACTION/STRATEGY • 1 PLAYER

Massive potential that wasn't fulfilled.

### CASPER
SONY • ADVENTURE • 1 PLAYER

For the kids, but would ruin their birthday.

### CASTLEVANIA X
KONAMI • PLATFORM • 1 PLAYER

For fans of the original series only.

### CHEESY
OCEAN • PLATFORM • 1 PLAYER

Oi, Ocean ..No!

### CHESSMASTER 3D
MINDSCAPE • CHESS SIM • 1 PLAYER

By a real board for Christ's sake!

### CHILL
EIDOS • SNOWBOARD SIM • 1 PLAYER

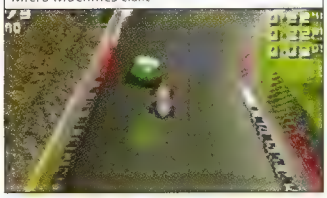
Awful snowboarding romp.

### CHRONICLES OF THE SWORD
PSYGNOSIS • ADVENTURE • 1 PLAYER

Looks great, plays crap.

### CIRCUIT BREAKERS
MINDSCAPE • RACING • 1-4 PLAYERS

*Micro Machines* clone



### CITY OF THE LOST CHILDREN
PSYGNOSIS • ADVENTURE • 1 PLAYER

Colourful adaptation of the cult movie. A little obscure.

### CLOCK TOWER
ASCII • ADVENTURE • 1 PLAYER

Poor attempt at an interactive horror movie.

### COLIN MCRAE RALLY
CODEMASTERS • RACER • 1-2 PLAYERS

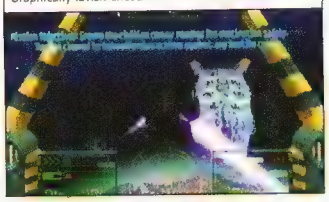
Flawless simulation of the motor sport.

### COLONY WARS
PSYGNOSIS • SHOOT 'EM-UP • 1 PLAYER

Graphically stunning space based combat.

### COLONY WARS: VENGEANCE *
PSYGNOSIS • SHOOTER • 1 PLAYER

Graphically lavish encounter of the second kind.



### COMMAND AND CONQUER
VIRGIN • STRATEGY • 1 PLAYER

Perfect conversion of the PC war game.

### C&C: RED ALERT
VIRGIN • STRATEGY • 1-2 PLAYERS

Beats the original hands-down due to the link-up mode.

### C&C: RETALIATION
VIRGIN • STRATEGY • 1-2 PLAYERS

Nothing new, but still the best in the series.

### CONTRA: LEGACY OF WAR
KONAMI • SHOOT 'EM-UP • 1-2 PLAYERS

Nostalgic charm can't save this top down shooter.

### COOLBOARDERS
SONY • SNOWBOARD SIM • 1 PLAYER

Enjoyable venture into snowboarding territory.

### COOLBOARDERS 2
SONY • SNOWBOARD SIM • 1-2 PLAYERS

Far more satisfying than the original.

### COOLBOARDERS 3 *
SONY • SNOWBOARDER • 1-2 PLAYERS

Further update taking the series to new heights.

### COURIER CRISIS
BMG • RACING/ACTION • 1 PLAYER

Wicked music and cool push-bike gameplay.

### CRASH BANDICOOT
SONY • PLATFORM • 1 PLAYER

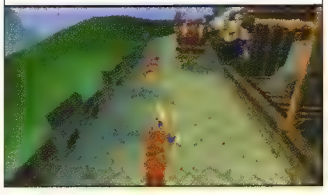
3D and 2D scrolling platformer, good fun.

### CRASH BANDICOOT 2
SONY • PLATFORM • 1 PLAYER

More platform adventures of Crash – nothing new.

### CRASH BANDICOOT: WARPED *
SONY • PLATFORM • 1 PLAYER

The best *Crash Bandicoot* yet!



### CRIME KILLER
INTERPLAY • RACER • 1-2 PLAYERS

3D Cops and robbers, quite a blast.

### CRITICAL DEPTH
GT • SHOOT 'EM-UP • 1-2 PLAYERS

*SingleTrac's Twisted Metal* sinks to new depths.

### CRITICOM
VIRGIN • BEAT 'EM-UP • 1-2 PLAYERS

Average beat 'em-up, lacking in ideas.

### CROC
EA • PLATFORM • 1 PLAYER

Wannabe platform star ends up on the dole.

### CROW 2: CITY OF ANGELS
ACCLAIM • ADVENTURE • 1 PLAYER

Poor scrolling beat 'em-up – ignore.

### CRUSADER: NO REMORSE
EA • SHOOT 'EM-UP • 1 PLAYER

Risible isometric blaster. Forget it.

### CRYPT KILLER
KONAMI • SHOOT 'EM-UP • 1-2 PLAYERS

Light gun blaster, redefines the word 'crap'.

### CYBERIA
EA • ADVENTURE • 1 PLAYER

Out-dated PC port, don't bother.

### CYBER SLED
NAMCO • SHOOT 'EM-UP • 1-2 PLAYERS

Awful conversion of an awful arcade game.

### CYBERSPEED
MINDSCAPE • RACER • 1 PLAYER

Not worth talking about.

### D
ACCLAIM • ADVENTURE • 1 PLAYER

Interactive movie, lacking in gameplay.

### DARK FORCES
VIRGIN • SHOOT 'EM-UP • 1 PLAYER

Poor, first person *Star Wars* cash-in.

### DARK OMEN
EA • STRATEGY • 1 PLAYER

Only serious strategists need apply

### DARKLIGHT CONFLICT
EA • SHOOT 'EM-UP • 1 PLAYER

Elite-inspired space bound adventure.

### DARK STALKERS
VIRGIN • BEAT 'EM-UP • 1-2 PLAYERS

Average fighter.

### DAVIS CUP TENNIS
TELSTAR • TENNIS SIM • 1-2 PLAYERS

Useless tennis simulation.

### DEATHTRAP DUNGEON
EIDOS • ADVENTURE • 1 PLAYER

Commendable *Tomb Raider* style adventure.

### DEFCON 5
SONY • ACTION/ADVENTURE • 1 PLAYER

Awful space-based *Doom* style game.

### DEAD BALL ZONE
GT • FUTURE SPORT • 1-2 PLAYERS

Violent twist of the *Speed Ball* legend. Cool

### DEAD OR ALIVE
SONY • BEAT 'EM-UP • 1-2 PLAYERS

Huge breasts meet average beat 'em-up.

### DESCENT
INTERPLAY • SHOOT 'EM-UP • 1-2 PLAYERS

Freedom of movement saves this ugly 3D shooter.

### DESCENT 2
INTERPLAY • SHOOT 'EM-UP • 1-2 PLAYERS

Same old story, hard to recommend.

### DESTRUCTION DERBY
PSYGNOSIS • RACER • 1-2 PLAYERS

Original but lacking that certain something.

### DESTRUCTION DERBY 2
PSYGNOSIS • RACER • 1 PLAYER

Enhanced sequel that almost succeeds.

### DEVIL'S DECEPTION
SUNSOFT • 3D ADVENTURE • 1 PLAYER

3D RPG, which fails on all leve s.

### DIABLO
EA • ADVENTURE RPG • 1-2 PLAYERS

PC port of this semi-3D version of *Gauntlet*.

### DIE HARD TRILOGY
EA • RACER/SHOOTER • 1 PLAYER

Three cool games for the price of one.

### DISCWORLD
PSYGNOSIS • ADVENTURE • 1 PLAYER

Python-esque point 'n' click adventure.

### DISCWORLD 2
PSYGNOSIS • ADVENTURE • 1 PLAYER

More of the same basically.

### DISRUPTOR
INTERPLAY • SHOOT 'EM-UP • 1 PLAYER

Nice looking *Doom* clone, not bad at all.

### DOOM
GT • SHOOT 'EM-UP • 1-2 PLAYERS

The original first-person blaster. Time takes its toll.

### DRAGONHEART
ACCLAIM • ADVENTURE • 1 PLAYER

Take a red hot poker and...

### DUKE NUKEM
GT • ACTION/ADVENTURE • 1-2 PLAYERS

Classic *Doom* style game with an attitude.

### DUKE NUKEM: TIME TO KILL
GT • 3RD PERSON ADVENTURE • 1 PLAYER

Slightly disappointing shooter.

### DYNASTY WARRIORS
OCEAN • BEAT 'EM-UP • 1-2 PLAYERS

Cool characters. Not quite *Tekken 3* though.

### EARTHWORM JIM 2
VIRGIN • PLATFORM • 1 PLAYER

Very 16-bit but still fun platform action.

### EPIDEMIC
SONY • ACTION/ADVENTURE • 1 PLAYER

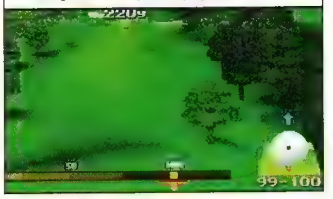
*Doom* style poop.

### ESPN EXTREME GAMES
SONY • SPORTS/RACER • 1-2 PLAYERS

*Road Rash* on skateboards. As bad as it sounds.

### EVERYBODY'S GOLF
SONY • GOLF SIM • 1-4 PLAYERS

Brilliant golf sim that just keeps giving.



### EXCALIBUR 2555AD
TELSTAR • ADVENTURE • 1 PLAYER

Poor attempt to steal *Tomb Raider*'s fire.

### EXHUMED
BMG • SHOOT-'EM-UP • 1 PLAYER

Very tough first person adventure.

### EXPLOSIVE RACING
JMI • RACER • 1-2 PLAYERS

Follows *Burning Road*. More cars and that's it.

### EXTREME PINBALL
EMPIRE • PINBALL • 1 PLAYER

Yeah, its pinball all right.

### FADE TO BLACK
EA • ADVENTURE • 1 PLAYER

Once held in high regard, now long in the tooth.

### FANTASTIC FOUR
ACCLAIM • BEAT 'EM-UP • 1-2 PLAYERS

There is nothing fantastic about this tired romp.

### FELONY 11-79
ASC • RACER • 1 PLAYER

Wrecking racer; minor fare but not bad.

### FIFA '96
EA • FOOTY SIM • 1-4 PLAYERS

Disappointing version of the Mega Drive classic.

### FIFA '97
EA • FOOTY SIM • 1-4 PLAYERS

Slightly improved but not worth a second look.

### FIFA: RTWC
EA SPORTS • FOOTY SIM • 1-4 PLAYERS

At last, a good FIFA tie-in, a must for fans.

### FIGHTING FORCE
EIDOS • BEAT 'EM-UP • 1-4 PLAYERS

Shallow, scrolling beat 'em-up, hugely disappointing.

### FINAL DOOM
GT • SHOOT 'EM-UP • 1-2 PLAYERS

Tougher version of the original code.

### FINAL FANTASY VII
SONY • RPG • 1 PLAYER

The premiere PSX RPG, one of the machine's best releases.

### FIRESTORM
CORE • SHOOT 'EM-UP • 1 PLAYER

Cool but old helicopter blaster.

### FIRO AND KLAWD
BMG • ADVENTURE • 1 PLAYER

Boredom inducing action/adventure antics.

### FLOATING RUNNER
THQ • PLATFORM • 1 PLAYER

Pathetic 3D platform stuff.

### FLUID
SONY • MUSIC MAKER • 1 PLAYER

Just too limited hold the attention.

### F1
PSYGNOSIS • RACER • 1-2 PLAYERS

Solid reproduction of the fastest sport on the planet.

### F1 '97
PSYGNOSIS • RACER • 1-2 PLAYERS

New season, new, visuals and improved gameplay.

### F1 '98
PSYGNOSIS • RACING • 1-4 PLAYERS

Should have astounded, only dissapointed.

### FORMULA KARTS
TELSTAR • RACER • 1-2 PLAYERS

It's better than Ayrton Senna's anyway.

### FORSAKEN
ACCLAIM • SHOOTER • 1-2 PLAYERS

The game *Descent* should have been.

### FRANK THOMAS BASEBALL
ACCLAIM • BASEBALL SIM • 1-2 PLAYERS

We all love baseball, right?

### FROGGER
JMI • RETRO • 1 PLAYER

Help the frog across the road. Now in glorious 3D. Hmm.

### FRENZY
SCI • SHOOT 'EM-UP • 1 PLAYER

Shallow free roaming blaster, with a sense of humour.

### G-DARIUS
THQ • SHOOT 'EM-UP • 1-2 PLAYERS

Graphically dated, saved by classic gameplay.

### GALAXIAN 3
NAMCO • RETRO • 1 PLAYER

Should have stayed in the arcade.

### G-POLICE
PSYGNOSIS • SHOOT 'EM-UP • 1 PLAYER

*Blade Runner* in hel copters. Hard to fault.

### GEX
BMG • PLATFORM • 1 PLAYER

Outdated 2D platformer. You have been warned.

### GEX 3D
BMG • PLATFORM • 1 PLAYER

Re-ignites the fires of the once fallen genre.

### GHOST IN THE SHELL
SONY • SHOOT 'EM-UP • 1 PLAYER

Fast paced techno spin off of the manga classic.

### GRAN TURISMO
SONY • RACING • 1-2 PLAYERS

Close to perfect – racing fans take note.

### GOAL STORM
KONAMI • FOOTBALL • 1-2 PLAYERS

How can the makers of *ISS Pro* do this to us?

### GRAND THEFT AUTO
BMG • CRIME SIM • 1 PLAYER

Top down crime spree, original and addictive.

### GRID RUN
VIRGIN • PUZZLE/ACTION • 1 PLAYER

Maze game saved by the two player mode.

### GUNSHIP 2000
MICROPROSE • COPTER SIM • 1 PLAYER

Tries to be realistic but doesn't quite succeed.

### HARDBOILED
EA • SHOOT 'EM-UP • 1 PLAYER

3D shoot 'em-up of pathetic poorness.

### HARDCORE 4X4
GREMLIN • RACER • 1-2 PLAYERS

Underdeveloped off-road racer.

### HEART OF DARKNESS
OCEAN • PLATFORM/PUZZLER • 1 PLAYER

Imagine *Abe*, and take away all the originality.

### HERCULES
SONY • PLATFORM • 1 PLAYER

Captures the spirit of its Disney movie origin.

### HERC'S ADVENTURES
VIRGIN • PLATFORM • 1 PLAYER

Old fashioned adventure, for retro fans only.

### HEXEN
GT • SHOOT 'EM-UP • 1 PLAYER

Dire port of the original PC code.

### HI-OCTANE
EA • RACING • 1 PLAYER

Why convert such poor PC games? It's beyond us.

### HYPER TENNIS FINAL MATCH
MICROPROSE • TENNIS SIM • 1-2 PLAYERS

Poor man's Pete Sampras.

### IMPACT RACING
JVC • RACER • 1 PLAYER

Cars and guns are cool. But not here.

### INCREDIBLE HULK
EIDOS • PLATFORM • 1 PLAYER

Foul top down adventure, avoid at all costs.

### INDEPENDENCE DAY
EA • FLIGHT SIM • 1-2 PLAYERS
Repetitive flight sim, borrowing little from the movie.

### IN THE HUNT
THQ • SHOOT 'EM-UP • 1-2 PLAYERS
Redundent 16-Bit style shooter.

### INDY 500
JVC • RACER • 1 PLAYER
Arcade twist on the popular US motor sport.

### IRON AND BLOOD
ACCLAIM • BEAT 'EM-UP • 1-2 PLAYERS
Words fail us, expect maybe shite.

### IRONMAN XO MANOWAR
ACCLAIM • SHOOT 'EM-UP • 1 PLAYER
One of the worst PlayStation games ever.

### ISS DELUXE
KONAMI • FOOTY SIM • 1-4 PLAYERS
Exactly the same as the 16-bit versions.

### ISS PRO
KONAMI • FOOTY SIM • 1-4 PLAYERS
The PlayStation League winner, now available on budget.

### ISS PRO
KONAMI • FOOTY SIM • 1-4 PLAYERS
The PlayStation League winner, now available on budget.

### ISS PRO '98
KONAMI • FOOTY SIM • 1-4 PLAYERS
The same as the first, but improved! Must buy!

### JEREMY MCRATH SMC
ACCLAIM • RACER • 1 PLAYER
Shoddy motor-cross sim.

### JERSEY DEVIL
OCEAN • 3D PLATFORM • 1 PLAYER
Cool character with average gameplay. Worthwhile.

### JET RIDER
SONY • RACER • 1-2 PLAYERS
Flawed racer that tries too hard.

### JET RIDER 2
SONY • RACER • 1-2 PLAYERS
Sloppy sequel offering little over the original.

### JOHNNY BAZOOKATONE
US GOLD • PLATFORM • 1PLAYER
Do we need another 2D platformer, errr nope!

### JONAH LOMU RUGBY
CODEMASTERS • RUGBY SIM • 1-2 PLAYERS
The only PlayStation rugby title. Does the job well.

### JUDGE DREDD
GREMLIN • SHOOT 'EM-UP • 1-2 PLAYERS
Poor light gun game, little to do with Dredd.

### JUMPING FLASH
SONY • PLATFORMER • 1 PLAYER
Intriguing 3D platformer that almost succeeds.

### JUMPING FLASH 2
SONY • PLATFORMER • 1 PLAYER
Improved visuals and gameplay – worth a look.

### JUPITER STRIKE
SONY • SHOOT 'EM-UP • 1 PLAYER
Decidedly dated blaster.

### KI ARENA FIGHTERS
T•HQ • KICK BOXING • 1-2 PLAYERS
Beat 'em-up based around kick boxing.

### KILLING ZONE
ACCLAIM • BEAT 'EM-UP • 1-2 PLAYERS
Ooh scary! This slack beat 'em-up is nasty business.

### KICK OFF 97
MAXIS • FOOTY • 1-2 PLAYERS
Forget it. There are far better soccer games around.

### KICK OFF WORLD
FUNSOFT • FOOTY • 1-4 PLAYERS
Still doesn't live up to *Actua* and *ISS*.

### KILEAK THE BLOOD
SONY • 3D ADVENTURE • 1 PLAYER
Pathetic *Doom* style fodder.

### KILLING ZONE
ACCLAIM • BEAT 'EM-UP • 1-2 PLAYERS
Classic monsters meet shit beat 'em-up.

### KINGS FIELD
SONY • ADVENTURE • 1 PLAYER
1st person RPG. To be avoided.

### KLONOA: DOOR TO PHANOMILE
SONY • PLATFORMER • 1 PLAYER
Hardly taxing but an enjoyable '2.5D' platformer.

### KONAMI OPEN GOLF
KONAMI • GOLF • 1-2 PLAYERS
Arcade style golf. So-so.

### KRAZY IVAN
PSYGNOSIS • SHOOT 'EM-UP • 1 PLAYER
Great presentation and no gameplay. Average.

### KULA WORLD
SONY • PUZZLE • 1 PLAYER
Great puzzler but where's the multiplayer action?

### KURUSHI
SONY • PUZZLE • 1 PLAYER
Another fab Sony puzzler, mate.

### LEGACY OF KAIN
BMG • RPG • 1 PLAYER
Old school RPG with vampire lead...nice idea.

### LEMMINGS *
PSYGNOSIS • PUZZLE • 1 PLAYER
Classic puzzler that still enthralls today.

### LETHAL ENFORCERS
KONAMI • SHOOT 'EM-UP • 1 PLAYER
Great conversion of the dire arcade games.

### LIBERO GRANDE *
SONY • FOOTY • 1-2 PLAYERS
Intriguing new twist on the tired football tradition.

### LITTLE BIG ADVENTURE
EA • ADVENTURE • 1 PLAYER
The charming PC title, perfectly ported.

### LOADED
GREMLIN • SHOOT 'EM-UP • 1 PLAYER
Maze based shoot 'em-up. Lacks variety

### LOST VIKINGS 2
INTERPLAY • PLATFORM • 1-2 PLAYERS
Mix of platformer and puzzle solving adventure.

### LOMAX
PSYGNOSIS • PLATFORM • 1 PLAYER
Lemmings inspired 2D platform. Why?

### LONE SOLDIER
TELSTAR • SHOOT 'EM-UP • 1 PLAYER
No, not very good at all actually.

### LUCKY LUKE
OCEAN • PLATFORM • 1 PLAYER
Great visuals but lacks originality.

### MACHINE HUNTER
EIDOS • SHOOT 'EM-UP • 1-2 PLAYERS
A dodgy blaster that should be avoided by everyone

### MADDEN '97
EA SPORTS • AMERICAN FOOTY • 1-4 PLAYERS
Yawn-inducing NFL football sim.

### MADDEN '98
EA SPORTS • AMERICAN FOOTY • 1-8 PLAYERS
Further instalment of American football sim.

### MADDEN '99
EA SPORTS • AMERICAN FOOTY • 1-8 PLAYERS
Fans of the sport will appreciate this.

### MAGIC CARPET
EA • SHOOT 'EM-UP • 1 PLAYER
Carpet riding 3D adventure, frankly a little odd.

### MARVEL SUPER HEROES
VIRGIN • BEAT 'EM-UP • 1-2 PLAYERS
Classic *SF2* gameplay with Marvel comic heroes.

### MAXIMUM FORCE
GT • LIGHTGUN • 1 PLAYER
Stick to *Time Crisis* or *Point Blank*.

### MDK
INTERPLAY • SHOOT 'EM-UP • 1 PLAYER
Technically stunning 3D shoot 'em-up.

### MECHWARRIOR
ACTIVISION • SHOOT 'EM-UP • 1 PLAYER
Robots trudging around barren backgrounds.

### MEDIEVIL
SONY • PLATFORM ADVENTURE • 1 PLAYER
A delight from start to finish.

### MEGAMAN 8
OCEAN • PLATFORM • 1 PLAYER
16-bit platform action to be left on the shelf.

### MEGAMAN X3
OCEAN • PLATFORM • 1 PLAYER
Same old story, see above for details.

### MEGAMAN BATTLE AND CHASE
OCEAN • RACER • 1-2 PLAYERS
Tries to be *Mario Kart* and fails.

### MEN IN BLACK
GREMLIN • ADVENTURE • 1 PLAYER
Laborious *Res Evil* inspired adventure.

### MICRO MACHINES V3
CODEMASTERS • RACER • 1-8 PLAYERS
Fast-paced, madcap, 3D multiplayer racer.

### MICKEY'S WILD ADVENTURE
SONY • PLATFORMER • 1 PLAYER
More 16-bit platforming. Why bother?

### MONOPOLY
HASBRO • BOARDGAME • 1-4 PLAYER
A lot more expensive than the infinitely better boardgame.

### MONSTER TRUCKS
PSYGNOSIS • RACER • 1 PLAYER
Successful blend of off-roading and track racing.

### MORTAL KOMBAT 3
GT • BEAT 'EM-UP • 1-2 PLAYERS
You might as well just stick with *Trilogy*.

### MORTAL KOMBAT 4
GT • BEAT 'EM-UP • 1-2 PLAYERS
An improvement on 3 but still slagging behind the rest.

### MORTAL KOMBAT TRILOGY
GT • BEAT 'EM-UP • 1-2 PLAYERS
Good value for die-hard fans.

### MORTAL KOMBAT MYTHOLOGIES
GT • PLATFORM • 1 PLAYER
No.

### MOTOR MASH
OCEAN • COMIC RACER • 1-4 PLAYER
Not as good as Micro Machines V3.

### MOTO RACER
EA • RACER • 1-2 PLAYERS
Cycle racer, incorporating dirt and super bikes.

### MOTO RACER 2 *
EA • RACER• 1-2 PLAYERS
Yet another sub-standard racer!

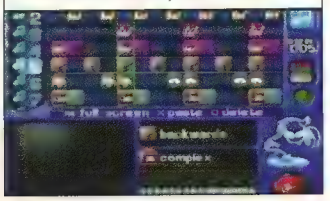
**MOTORHEAD**
GREMLIN • RACER • 1-2 PLAYERS
A furiously fast-paced racer.

**MOTORTOON GP**
SONY • RACER • 1-2 PLAYERS
Cartoony style overhead racer. Okay.

**MOTORTOON GP 2**
SONY • RACER • 1-2 PLAYERS
Whaddyathink?

**MR DOMINO**
JVC • PUZZLE • 1 PLAYER
Nice idea but very limited.

**MUSIC ***
CODEMASTERS • MUSIC CREATOR• 1 PLAYER
A must-have for all budding dance musicians.



**MYST**
SONY • ADVENTURE • 1 PLAYER
Slow moving but intriguing.

**N20**
GREMLIN • SHOOT 'EM-UP • 1-2 PLAYER
Tempest on acid, great music though.

**NAGANO WINTER OLYMPICS '98**
KONAMI • SPORTS SIM • 1-4 PLAYERS
Just like the British Olympic team.

**NAMCO MUSEUM VOL 1**
NAMCO • RETRO • 1 PLAYER
Not bad.

**NAMCO MUSEUM VOL 2**
NAMCO • RETRO • 1 PLAYER
Worse.

**NAMCO MUSEUM VOL 3**
NAMCO • RETRO • 1 PLAYER
Even worse.

**NAMCO MUSEUM VOL 4**
NAMCO • RETRO • 1 PLAYER
I quit.

**NAMCO MUSEUM VOL 5**
NAMCO • RETRO • 1-2 PLAYERS
Anyone got a rope?

**NANOTEK WARRIOR**
VIRGIN • SHOOT 'EM-UP • 1 PLAYER
You'll be finished with this within the hour.

**NASCAR '98**
EA • RACING • 1 PLAYER
Improves greatly on the original.

**NASCAR RACING**
DOMARK • RACING • 1 PLAYER
Buy a 2CV instead.

**NBA HANGTIME**
GT • BASKETBALL SIM. • 1-4 PLAYERS
Average B-ball.

**NBA: IN THE ZONE**
KONAMI • BASKETBALL SIM • 1-4 PLAYERS
Looks good, plays average.

**NBA: IN THE ZONE 2**
KONAMI • BASKETBALL SIM • 1-4 PLAYERS
Improves on the original. Still not great though.

**NBA JAM EXTREME**
ACCLAIM • BASKETBALL SIM • 1-4 PLAYERS
Top arcade basketball action.

**NBA JAM TE**
ACCLAIM • BASKETBALL SIM • 1-4 PLAYERS
More top NBA Jam basketball.

**NBA LIVE '96**
EA • BASKETBALL SIM. • 1-4 PLAYERS
Loses out through poor controls.

**NBA LIVE '97**
EA • BASKETBALL SIM. • 1-4 PLAYERS
Better than the first game.

**NBA LIVE '98**
EA • BASKETBALL SIM. • 1-4 PLAYERS
Basically the same as the other two.

**NBA PRO '98**
KONAMI • BASKETBALL SIM • 1-4 PLAYERS
One of the better bounce-ball games available.

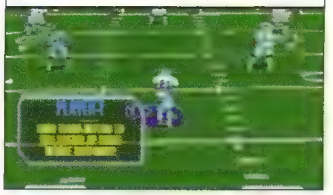
**NEED FOR SPEED**
EA • RACER • 1-2 PLAYERS
The cars save a very average racer.

**NEED FOR SPEED 2**
EA • RACER • 1-2 PLAYERS
Not as good as the original, but it still has those cool cars.

**NEED FOR SPEED 3**
EA • RACER • 1-2 PLAYERS
Best of the series.

**NEWMAN-HAAS RACING**
PSYGNOSIS • RACER • 1-2 PLAYERS
Doesn't quite live up to its F1 predecessor.

**NFL BLITZ ***
GT • NFL SIM• 1-4 PLAYERS
Midway blend *NBA Jam* with US Football.



**NFL EXTREME ***
SONY • NFL SIM• 1-2 PLAYERS
Sluggish but comprehensive US foot e sim.

**NFL GAMEDAY**
SONY • AMERICAN FOOTY • 1-2 PLAYERS
If you're a fan, this is okay.

**NHL '98**
EA SPORTS • ICE HOCKEY • 1-8 PLAYERS
Nothing outstanding in this ice hockey sim.

**NHL BREAKAWAY '98**
ACCLAIM • ICE HOCKEY • 1-8 PLAYERS
3D ice hockey, again nothing special.

**NHL FACE OFF '98**
SONY • ICE HOCKEY • 1-8 PLAYERS
Playable but it doesn't set the world on fire.

**NHL OPEN ICE**
GT • ICE HOCKEY • 1-2 PLAYERS
One of the worst ice hockey games.

**NHL POWERPLAY '98**
VIRGIN • ICE HOCKEY • 1-2 PLAYERS
Worthy puck smasher.

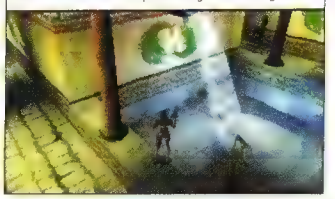
**NIGHTMARE CREATURES**
SONY • 3D ACTION/ADVENTURE • 1 PLAYER
*Deathtrap Dungeon* set in C18th London.

**NINJA**
EIDOS • ACTION/ADVENTURE • 1 PLAYER
Uninspring dose of the scrolling beat 'em-up.

**NOVA STORM**
PSYGNOSIS • SHOOT 'EM-UP • 1 PLAYER
Dire.

**NUCLEAR STRIKE**
EA • SHOOT 'EM-UP • 1 PLAYER
More *Strike*, probably the best in the series.

**O.D.T ***
PSYGNOSIS • ADVENTURE • 1 PLAYER
Nice but flawed attempt to bring life to the genre.



**ODDWORLD: ABE'S EXODDUS ***
GT • PLATFORM/PUZZLER • 1 PLAYER
Superb graphics but a little too similar to the original.

**ODDWORLD: ABE'S ODDYSEE**
GT • PLATFORM/PUZZLER • 1 PLAYER
The best platform/puzzler with a fart option.

**OFF-WORLD INTERCEPTOR**
BMG • SHOOT 'EM-UP • 1-2 PLAYERS
Why do you think we want to play crap 3D ports?

**OLYMPIC GAMES**
US GOLD • SPORTS SIM • 1-4 PLAYERS
It is hard to sum up the badness of this game.

**ONE**
ASC GAMES • SHOOT 'EM-UP • 1 PLAYER
Great visuals, pretty much standard gameplay.

**ONSIDE SOCCER**
TELSTAR • FOOTY • 1-2 PLAYERS
You know what we're going to say.

**OLYMPIC SOCCER**
US GOLD • FOOTY SIM • 1-2 PLAYERS
Don't bother, there's far better on the market.

**OVERBLOOD**
EA • SHOOT 'EM-UP • 1 PLAYER
Cool sci-fi adventure.

**OVERBOARD**
PSYGNOSIS • SHOOT 'EM-UP • 1-2 PLAYERS
Quirky original and fun, especially in multiplayer.

**PANDEMONIUM**
BMG • PLATFORM • 1 PLAYER
Scorned for psuedo 3D, but still a decent platformer.

**PANDEMONIUM 2**
BMG • PLATFORM • 1 PLAYER
Same gameplay as original, with added psychedelics.

**PANZER GENERAL**
MINDSCAPE • WAR • 1 PLAYER
Tiresome wargame.

**PARAPPA THE RAPPER**
SONY • MUSIC • 1 PLAYER
An original as they come rapping game.

**PEAK PERFORMANCE**
JVC • RACER • 1-2 PLAYERS
Decent racer.

**PERFECT ASSASSIN**
GROLIER • ADVENTURE • 1 PLAYER
Bad, beyond redemption.

**PERFECT WEPON**
EA • BEAT 'EM-UP • 1 PLAYER
It won't light your fire but it won't put it out either.

**PGA TOUR '97**
EA • GOLF SIM • 1-4 PLAYERS
It's a golf game, innit.

**PHILOSOMA**
SONY • SHOOT 'EM-UP • 1 PLAYER
Average pseudo 3D shooter.

**PHAT AIR EXTREME**
FUNSOFT • SNOWBOARD SIM • 1-2 PLAYERS
Better than *Chill*, but that doesn't say a lot.

**PITBALL**
TIME WARNER • SPORTS SIM • 1-2 PLAYERS
Future sports. Not as good as *Dead Ball Zone*.

**PITFALL 3D**
ACTIVISION • 3D PLATFORM • 1 PLAYER
Lacks magic of original Atari game, but worthy effort.

**PLAYER MANAGER**
ANCO • STRATEGY • 1-2 PLAYERS
'The pitch was no good...' and other such excuses.

### POCKET FIGHTERS *
VIRGIN • BEAT 'EM-UP• 1-2 PLAYERS

*Street Fighter* for kids, not as bad as it sounds.

### PO'ED
INTERPLAY • DOOM CLONE • 1 PLAYER

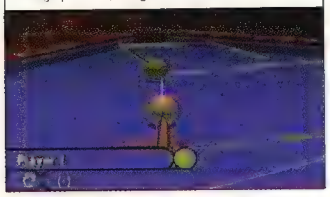
*Doom* clone with a sense of humour.

### POINT BLANK
SONY • LIGHT GUNNER • 1-2 PLAYERS

If you own a light gun buy this now.

### POOL SHARK *
GREMLIN • POOL SIM• 1-2 PLAYERS

Average pool sim, not good but not bad.



### PORSCHE CHALLENGE
SONY • RACER • 1-2 PLAYERS

One car and limited tracks let down a good racer.

### POWERBOAT
INTERPLAY • RACING • 1-2 PLAYERS

When will we get a decent water based racer?

### POWER MOVE WRESTLING
ACTIVISION • WRESTLING SIM • 1-4 PLAYERS

Old wrestler. Surpassed by now.

### POWER SOURCE
SONY • COMPILATION • 1 PLAYER

Great value charity compilation.

### POY POY
KONAMI • ARCADE ACTION • 1-4 PLAYERS

Superb multiplayer hurling fest.

### PREMIER MANAGER '98
GREMLIN • MANAGEMENT • 1-4 PLAYERS

Superb stats and numbers game.

### PRIMAL RAGE
ACCLAIM • BEAT 'EM-UP • 1-2 PLAYERS

Dinosaurs are cool but not in this game.

### PRO PINBALL
EMPIRE • PINBALL • 1-2 PLAYERS

Should be left in the arcades ..

### PRO PINBALL: TIMESHOCK
EMPIRE • PINBALL • 1-4 PLAYERS

...and this.

### PROJECT OVERKILL
KONAMI • SHOOT 'EM-UP • 1 PLAYER

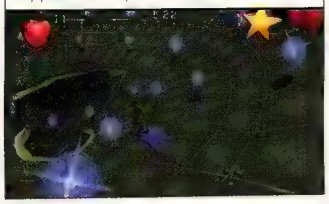
Boring but pretty shooter.

### PROJECT X2
OCEAN • BLASTER • 1 PLAYER

Hectic 2D shoot 'em-up.

### PSYBADEK *
PSYGNOSIS • PLATFORM/RACER • 1 PLAYER

Very poor fusion of platformer and racer.



### PSYCHIC FORCE
ACCLAIM • BEAT 'EM-UP • 1-2 PLAYERS

Could have been good, alas it's not.

### PSYCHIC DETECTIVE
EA • ADVENTURE • 1 PLAYER

Interactive movie adventure. Leave.

### RAGE RACER
NAMCO • RACER • 1 PLAYER

Surpassed of late, but still a classic.

### RAGING SKIES
WARNER • FLIGHT SIM. • 1 PLAYER

No variation.

### RAIDEN
OCEAN • SHOOTER • 1 PLAYER

Looks terrible, plays okay.

### RALLY CROSS
SONY • RACER • 1-4 PLAYERS

Never stood a chance with *V-Rally* around at the time.

### RAPID RACER
SONY • RACER • 1-2 PLAYERS

Misses the mark for a cool water racer.

### RAMPAGE WORLD TOUR
GT • SMASH 'EM-UP • 1-2 PLAYERS

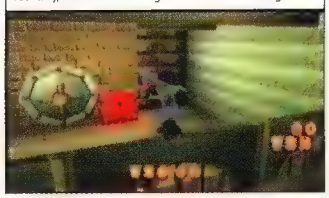
Solid but limited update of an old arcade game.

### RAPID RELOAD
SONY • SHOOT 'EM-UP • 1-2 PLAYERS

One of the first PSX titles and, boy does it show.

### RASCAL
PSYGNOSIS • PLATFORMER • 1 PLAYER

Too easy, limited and boring. Looks fantastic though.



### RAYMAN
UBISOFT • PLATFORM • 1 PLAYER

Praised by many, but we don't know why.

### RAY STORM
SONY • SHOOT 'EM-UP • 1-2 PLAYERS

Eye candy with a sour gameplay taste.

### RAY TRACER
SONY • RACER • 1 PLAYER

It's not deep but it's certainly fun.

### REBEL ASSAULT
VIRGIN • SHOOT 'EM-UP • 1 PLAYER

Why are *Star Wars* licences always so poor?

### REBOOT
EA • ACTION/ADVENTURE • 1 PLAYER

Hoverboards add a twist to this decent platformer.

### REBEL ASSAULT 2
VIRGIN • 3D SHOOT 'EM-UP • 1 PLAYER

Star Wars based *Doom* clone.

### RELOADED
GREMLIN • SHOOT 'EM-UP • 1-2 PLAYERS

Almost exactly the same as the original *Loaded*.

### RESIDENT EVIL
VIRGIN • ADVENTURE • 1 PLAYER

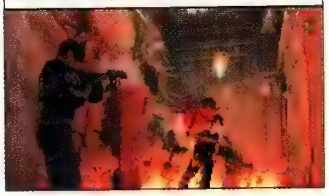
The original survival horror game. Superb.

### RESIDENT EVIL: DIRECTOR'S CUT
VIRGIN • ADVENTURE • 1 PLAYER

Blatant cash-in – a stop-gap release.

### RESIDENT EVIL 2
VIRGIN • ADVENTURE • 1 PLAYER

Does it top the original? The jury's still out.



### RETURN FIRE
TIME WARNER • ACTION • 1-2 PLAYERS

Excellent two player military action/strategy.

### REVOLUTION X
ACCLAIM • LIGHT-GUN BLAST • 1-2 PLAYERS

Endorsed by Aerosmith, say no more.

### RISE OF THE ROBOTS 2
MIRAGE • BEAT 'EM-UP • 1-2 PLAYERS

The epitome of poor gameplay.

### RIDGE RACER
NAMCO • RACER • 1 PLAYER

The perfect arcade experience in your home.

### RIDGE RACER REVOLUTION
NAMCO • RACER • 1-2 PLAYERS

New tracks and cars make this an essential purchase.

### RIOT
PSYGNOSIS • FUTURE SIM • 1-2 PLAYERS

One of the first *Speedball 2* clones. It failed.

### RIVEN
ACCLAIM • POINT 'N' CLICK • 1 PLAYERS

The follow up to the ever popular *Myst*.

### RISK
HASBRO • WAR • 1 PLAYER

More boring wargaming. *C&C* rules!

### ROBOTRON X
GTI • SHOOT 'EM-UP • 1-2 PLAYERS

Shoot robots in this classic but flawed arcade game.

### ROBO PIT
THQ • BEAT-'EM-UP • 1-2 PLAYERS

Wasted robot fighting action.

### ROAD RASH
EA • RACER • 1-2 PLAYERS

Mega Drive classic falls at the first hurdle.

### ROGUE TRIP *
GT • AUTOMOTIVE COMBAT• 1-2 PLAYERS

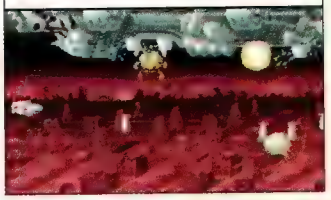
How to describe this *Twisted Metal* wannabe? Shite?

### ROSCO MCQUEEN
SONY • PLATFORMER • 1 PLAYER

Very, very repetitive platformer.

### R-TYPES *
VIRGIN • SHOOT 'EM-UP• 1 PLAYER

Yes it's a little retro but it's still great.



### SAN FRANCISCO RUSH
GT INTERACTIVE • RACER • 1-4 PLAYERS

Worst racer on the system.

### SAMPRAS EXTREME
CODEMASTERS • TENNIS • 1-4 PLAYERS

Decent tennis licence.

### SAMURAI SHOWDOWN III
SONY • BEAT 'EM-UP • 1-2 PLAYERS

Why is this only available on rental? Hmm...

### S.C.A.R.S
UBISOFT • RACING/COMBAT • 1-4 PLAYERS

Could do a lot worse than this.

### SENTIENT
PSYGNOSIS • ADVENTURE • 1 PLAYER

The novel ideas don't save this patched together title.

### SHADOW MASTER
PSYGNOSIS • SHOOT 'EM-UP • 1 PLAYER

Pretty but boring first-person blaster.

### SHELLSHOCK
EA • SHOOT 'EM-UP • 1 PLAYER

Pretty but boring first-person blaster.

### SIM CITY 2000
MAXIS • STRATEGY • 1 PLAYER

Low grade *Battle Tank* clone.

### SKELETON WARRIOR
NIGHTMARE • BEAT 'EM-UP • 1-2 PLAYERS

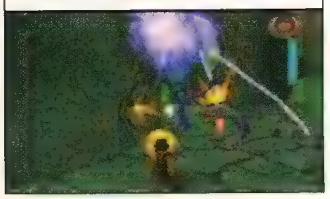
Should have stayed in the coffin.

### SKULL MONKEYS
EA • PLATFORMER • 1 PLAYER

Claymation is fun for a while but it won't last.

### SMALL SOLDIERS *
EA • ACTION/ADVENTURE• 1-2 PLAYERS

Poor use of the movie licence.



### SMASH COURT TENNIS
NAMCO • TENNIS • 1-4 PLAYERS

The best tennis sim on the PlayStation.

### SNOW RACER '98
OCEAN • WINTER SPORTS • 1-2 PLAYERS

This snow-based game doesn't top *Coolboarders 2*.

### SOUL BLADE
NAMCO • BEAT 'EM-UP • 1-2 PLAYERS

The pretender to the beat 'em-up throne.

### SOVIET STRIKE
EA • SHOOT 'EM-UP • 1 PLAYER

Commy scum get choppers up their asses. Cool.

### SPACE HULK
EA • STRATEGY • 1 PLAYER

An attempt to add strategy to a 3D blaster.

### SPAWN: THE ETERNAL
SONY • ACTION ADVENTURE • 1 PLAYER

Terrible, sparse platform cum beat 'em-up.

### SPEED KING
KONAMI • RACER • 1-2 PLAYER

Unexciting *Wipeout* rip-off.

### SPEEDSTER
PSYGNOSIS • RACER • 1-4 PLAYERS

Top down racing in a serious fashion.

### SPIDER
BMG • PLATFORMER • 1 PLAYER

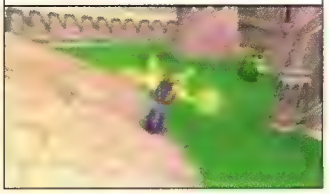
Pretty, fun and challenging platformer.

### SPOT GOES TO HOLLYWOOD
VIRGIN • PLATFORM • 1 PLAYER

*Spot* loses it in the 32-bit world.

### SPYRO THE DRAGON *
SONY • PLATFORM• 1 PLAYER

A colourful jaunt into the world of platforming.



### STAR GLADIATOR
CAPCOM • BEAT 'EM-UP • 1-2 PLAYERS

There are far better alternatives out there.

### STARS WARS: MOTK
VIRGIN • BEAT 'EM-UP • 1-2 PLAYERS

Playable, if only for the *Star Wars* characters.

### STARFIGHTER 3000
TELSTAR • SHOOT 'EM-UP • 1 PLAYER

3D shoot-'em-up, let down by dodgy visuals.

### STARWINDER
MINDSCAPE • RACER • 1-2 PLAYER

Pretty but boring futuristic racer.

### STEEL REIGN
SONY • SHOOT 'EM-UP • 1-2 PLAYERS

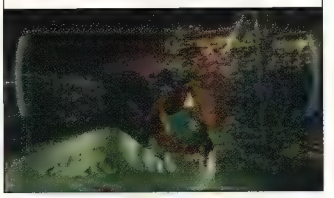
Tanks and explosions don't keep people interested.

### STEEL HARBINGER
MINDSCAPE • SHOOT 'EM-UP • 1 PLAYER

Like *Loaded*. But worse.

### STREAK *
GT • RACER• 1-2 PLAYERS

Futuristic blend of snowboarding and racing.



### STREET FIGHTER ALPHA
VIRGIN • BEAT 'EM-UP • 1-2 PLAYERS

*Street Fighter...*

### STREET FIGHTER ALPHA 2
VIRGIN • BEAT 'EM-UP • 1-2 PLAYERS

More *Street Fighter...*

### STREET FIGHTER COLLECTION
VIRGIN • BEAT 'EM-UP • 1-2 PLAYERS

Yet more *Street Fighter...*

### STREET FIGHTER EX
VIRGIN • BEAT 'EM-UP • 1-2 PLAYERS

You guessed it...but with a cool polygon twist.

### STREET FIGHTER THE MOVIE
ACCLAIM • BEAT 'EM-UP • 1-2 PLAYERS

Wees on the series' good name.

### STREET RACER
UBISOFT • RACER • 1-8 PLAYERS

Multiplayer racing action that doesn't deliver.

### STRIKER '96
TIME WARNER • FOOTY • 1-2 PLAYERS

Too fast and some glaring flaws.

### STRIKEPOINT
ELITE • HELICOPTER SIM • 1 PLAYER

Inferior *Strike* style action.

### SUPER FOOTBALL CHAMP
MINDSCAPE • FOOTBALL • 1-4 PLAYERS

Are they havin' a laugh?

### SUPER PANG
OCEAN • RETRO • 1 PLAYER

Still playable arcade remake.

### SUPER PUZZLE FIGHTER 2 TURBO
VIRGIN • PUZZLER • 1-2 PLAYERS

*Street Fighter* characters on a puzzle game tip.

### SUPERSONIC RACERS
MINDSCAPE • RACER • 1-2 PLAYERS

Surpassed by the excellent *Circuit Breakers*.

### SWAGMAN
EIDOS • ADVENTURE • 1 PLAYER

Totally average adventure.

### SYNDICATE WARS
EA • ACTION/STRATEGY • 1-4 PLAYERS

Excellent update of Bullfrog's classic game.

### TEKKEN
NAMCO • BEAT 'EM-UP • 1-2 PLAYERS

Tekken...

### TEKKEN 2
NAMCO • BEAT 'EM-UP • 1-2 PLAYERS

More *Tekken...*

### TEKKEN 3
SONY • BEAT 'EM-UP • 1-2 PLAYERS

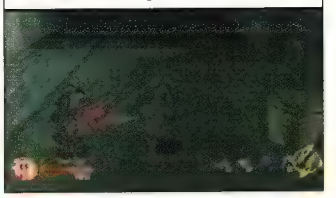
The best *Tekken*, buy it.

### TEMPEST X3
INTERPLAY • SHOOT 'EM-UP • 1-2 PLAYERS

Psychedelic wireframe shoot 'em-up. Cwazy.

### TENCHU
ACTIVISION • NINJA SIM • 1 PLAYER

A little short but still a great blood-soaked title..



### TENKA
PSYGNOSIS • DOOM CLONE • 1 PLAYER

Inferior *Doom* clone.

### TENNIS ARENA
UBI-SOFT • TENNIS SIM • 1-2 PLAYER

Competent sports sim.

### TEN PIN ALLEY
EA • BOWLIN' SIM • 1 -4 PLAYERS

Surprisingly good fun.

### TETRIS PLUS
JVC • PUZZLE • 1-2 PLAYERS

We defy you to put it down.

### TETRIS X
JVC • PUZZLE • 1-4 PLAYERS

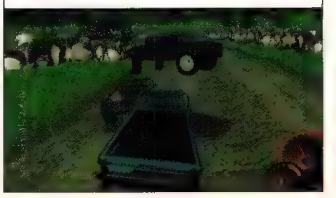
Now with added four player fun!

### TEST DRIVE 4
EA • RACER • 1-2 PLAYERS

Superb with a steering wheel.

### TEST DRIVE 4X4 *
EA • OFF-ROAD RACER • 1-2 PLAYERS

Extreme racer. Extremely crap that is.



### TEST DRIVE 5
EA • RACER • 1-2 PLAYERS

Another update to the long running series, average.

### TEST DRIVE OFF ROAD
EA • RACER • 1-2 PLAYERS

Let down by terrible visuals.

### THE FIFTH ELEMENT
SONY • ACTION/ADVENTURE • 1 PLAYER

Very poor adaptation of the superb movie.

### THE KING OF FIGHTERS
SONY • BEAT 'EM-UP • 1-2 PLAYERS

More rental fighting. Guess why.

### THE LAST REPORT
LDA • POINT'N'CLICK • 1 PLAYER

Uninspired adventure.

### THE LOST WORLD
EA • PLATFORMER • 1 PLAYER

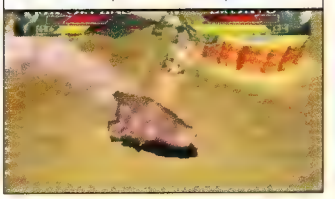
Nice looking but poor playing.

### THE NOTE
SUNSOFT • RPG • 1 PLAYER

A 3D RPG that falls flat on its face very early on.

### THE UNHOLY WAR *
EIDOS • ACTION/STRATEGY• 1-2 PLAYERS

The SAS couldn't pull off a better surprise hit.



### THEME HOSPITAL
EA • STRATEGY • 1 PLAYER

Odd but entertaining.

### THEME PARK
EA • STRATEGY • 1 PLAYER

Complex run your own business sim.

### THREE LIONS
BMG • FOOTBALL SIM • 1-2 PLAYERS

Competent but flawed World Cup bandwagon game.

### TIGER SHARK
GT • SHOOT 'EM-UP • 1 PLAYER

Basic 3D blaster.

### TIME COMMANDO
EA • ADVENTURE • 1 PLAYER

Early attempt at 3D adventure.

### TIME CRISIS
SONY • LIGHT GUN • 1 PLAYER

Alongside *Point Blank*, the best light gun game.

### TILT
EA • PINBALL • 1 PLAYER

Class pinball action.

### TOBAL NO. 1
SONY • BEAT 'EM-UP • 1-2 PLAYERS

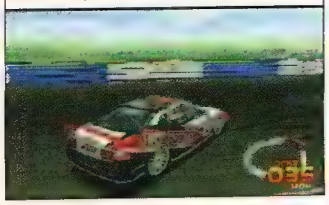
Good but not as addictive as the *Tekken* series.

### TOCA: TOURING CAR
CODEMASTERS • RACER • 1-2 PLAYERS

Only second to *GT*.

### TOCA 2 *
CODEMASTERS • RACER • 1-4 PLAYERS

Fantastic sequel to the stunning original.



### TOKYO HIGHWAY BATTLE
THQ • RACER • 1 PLAYER

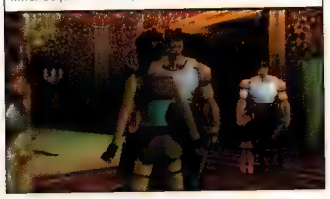
Boring-ish racer.

### TOMB RAIDER
EIDOS • ADVENTURE • 1 PLAYER

Lara's debut adventure rocked the world...

### TOMB RAIDER II
EIDOS • ADVENTURE • 1 PLAYER

...her sequel however, went ballistic.



### TOTAL DRIVIN'
OCEAN • RACER • 1-4 PLAYERS

Competent racer backed up by a great soundtrack.

### TOTAL ECLIPSE
BMG • 3D SHOOT 'EM-UP • 1 PLAYER

Poor, visuals, sound and gameplay.

### TOTAL NBA
SONY • BASKETBALL SIM • 1-8 PLAYERS

Class B-ball game.

### TOTAL NBA '96
SONY • BASKETBALL SIM • 1-4 PLAYERS

One of the best basketball games around.

### TOTAL NBA '97
SONY • BASKETBALL SIM • 1-4 PLAYERS

Looks better, doesn't play as well as the previous title.

### TRACK & FIELD
KONAMI • ATHLETICS • 1-4 PLAYERS

Button bashing mayhem.

### TRANSPORT TYCOON
OCEAN • STRATEGY • 1 PLAYER

Not as good as *Sim City* but trying.

### TRASH IT
GT • PLATFORM • 1-4 PLAYERS

A big NO to this attempt.

### TREASURES OF THE DEEP
SONY • SHOOT 'EM-UP • 1 PLAYER

Lush underwater epic.

### TUNNEL B1
OCEAN • SHOOT 'EM-UP • 1 PLAYER

Great graphics don't hide the poor gameplay.

### TWISTED METAL
SONY • RACER • 1-2 PLAYERS

Driving and guns. We like.

### TWISTED METAL 2
SONY • RACER • 1-2 PLAYERS

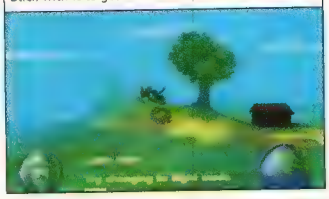
More driving and more guns. We like more.

### ULTIMATE PARODIUS
KONAMI • SHOOT 'EM-UP • 1 PLAYER

Enjoyable volleyball romp.

### V2000 *
GROLIER • 3D SHOOTER• 1 PLAYER

Stick with it to get the most from this title.



### V TENNIS
ACCLAIM • SPORTS SIM • 1-2 PLAYERS

Pretty pathetic attempt.

### V-RALLY
OCEAN • RACER • 1-4 PLAYERS

Once the best rally sim, but Colin just drove into town.

### VANDAL HEARTS
KONAMI • RPG • 1 PLAYER

RPG and combat mixed together well.

### VICTORY BOXING
JVC • BOXING • 1-2 PLAYERS

Cool blend of action and training.

### VICTORY BOXING 2
JVC • BOXING • 1-2 PLAYERS

Not as good as the original.

### VIRTUAL POOL
INTERPLAY • SPORTS SIM • 1-2 PLAYERS

We'd rather play in the pub.

### VIRTUAL GOLF
CORE • GOLF SIM • 1-4 PLAYERS

Looking dated next to *Actua Golf 2*.

### VMX RACING
FUNSOFT • RACER • 1-2 PLAYERS

Never really hits the mark.

### VS
THQ • BEAT 'EM-UP • 1-2 PLAYERS

Cool characters, crud gameplay.

### VR BASEBALL
INTERPLAY • BASEBALL SIM • 1-2 PLAYERS

Nice visuals, but baseball is tedious.

### WAR GODS
GT • BEAT 'EM-UP • 1-2 PLAYERS

Fully 3D but sticky gameplay lets it down.

### WARCRAFT 2
EA • STRATEGY • 1 PLAYER

Takes *C&C* back to the Middle Ages.

### WARHAMMER
MINDSCAPE • STRATEGY • 1 PLAYER

Deep *C&C* style action.

### WARHAWK
SONY • SHOOT 'EM-UP • 1 PLAYER

Aged winner doesn't stay the distance.

### WAYNE GRETSKY'S HOCKEY
GT • ICE HOCKEY • 1-2 PLAYERS

Not as good as *NHL '98* but nice all the same.

### WCW NITRO
THQ • WRESTLING • 1-2 PLAYERS

Why are all wrestling games crap?

### WCW VS THE WORLD
THQ • WRESTLING • 1-2 PLAYERS

See above. Only a little better.

### WILD 9
SHINY • PLATFORMER • 1 PLAYER

Original, violent and highly entertaining.

### WILD ARMS
SONY • RPG • 1 PLAYER

Uninspiring effort, lacking in mainstream appeal.

### WING COMMANDER 3
EA • SHOOT 'EM-UP • 1 PLAYER

This flight sim just doesn't have the gameplay.

### WING COMMANDER 4
EA • SHOOT 'EM-UP • 1 PLAYER

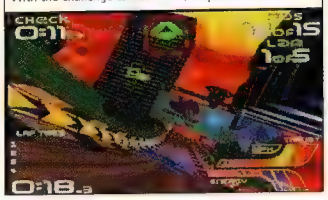
Good story-line but again, boring gameplay.

### WIPEOUT
PSYGNOSIS • RACER • 1-2 PLAYERS

Impressive but very tough techno racer.

### WIPEOUT 2097
PSYGNOSIS • RACER • 1-2 PLAYERS

With the challenge turned down, *Wipeout* rules.



### WORMS
OCEAN • STRATEGY • 1-4 PLAYERS

Strategy, wriggly things, bazookas. Addictive as hell.

### WING OVER
JVC • SHOOT 'EM-UP • 1-2 PLAYERS

Decent arcade flight sim.

### WORLD CUP '98
EA SPORTS • FOOTBALL SIM • 1-4 PLAYERS

The best football game available.

### WORLD CUP GOLF
OCEAN • GOLF • 1-2 PLAYERS

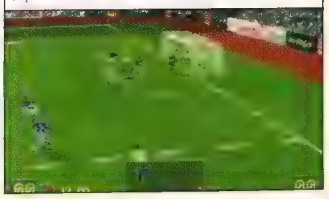
Extremely poor golf sim.

### WORLD LEAGUE BASKETBALL
MINDSCAPE • SPORTS SIM • 1-4 PLAYERS

Average basketball sim.

### WORLD LEAGUE SOCCER
EIDOS • FOOTY • 1-4 PLAYERS

Superb but never noticed for some reason.



### WWF IN YOUR HOUSE
ACCLAIM • WRESTLING • 1-2 PLAYERS

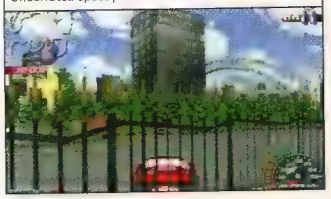
No more wrestling games, please.

### WWF WRESTLEMANIA
ACCLAIM • WRESTLING • 1-2 PLAYERS

Pathetic 'sport', pathetic 'game'. I said no more!

### WRECKING CREW
TELSTAR • RACER • 1-2 PLAYERS

Underrated speedy cartoon racer.



### X2
OCEAN • STRATEGY • 1 PLAYER

Deep alien strategy. Absorbing.

### X-COM: ENEMY UNKNOWN
MICROPROSE • STRATEGY • 1 PLAYER

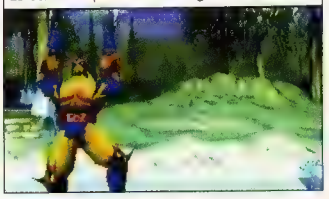
Deep alien strategy. Absorbing.

### X-COM:TFTD
MICROPROSE • STRATEGY • 1 PLAYER

More alien strategy. Just as absorbing too.

### X-MEN: COTA
ACCLAIM • BEAT 'EM UP • 1-2 PLAYERS

2D beat 'em-up in the *Street Fighter* mould.



### XEVIOUS 3D/G+
SONY • SHOOT 'EM-UP • 1-2 PLAYERS

3D update of classic blaster that doesn't quite work.

### YUSHA
JVC • FIGHTER • 1-2 PLAYERS

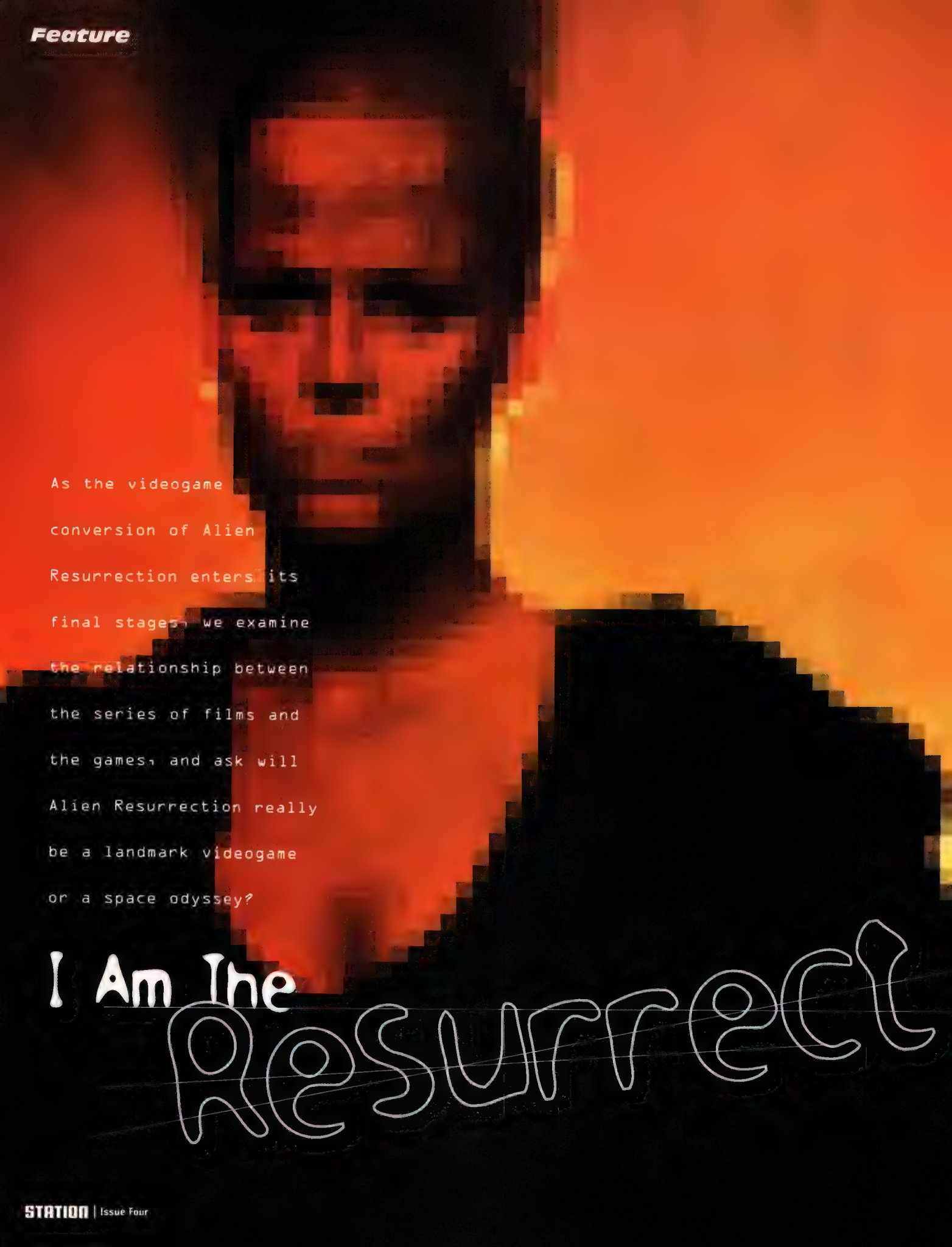
All the usual beat 'em-up business. Nothing special.

### Z
SONY • ACTION/STRATEGY • 1 PLAYER

Wannabe *C&C* that's nowhere near as good.

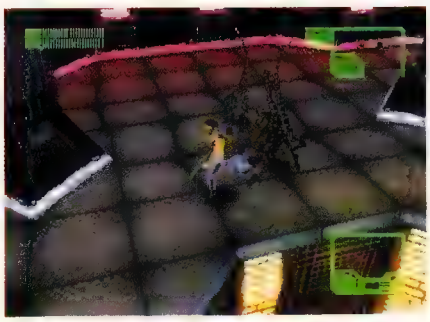
### ZERO DIVIDE
OCEAN • BEAT 'EM-UP • 1-2 PLAYERS

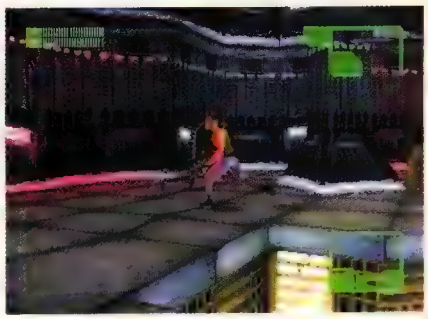
Poor attempt at a futuristic beat 'em-up.

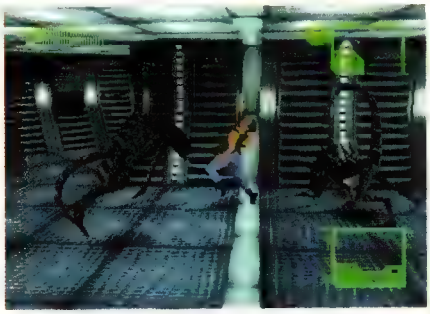


As the videogame conversion of Alien Resurrection enters its final stages, we examine the relationship between the series of films and the games, and ask will Alien Resurrection really be a landmark videogame or a space odyssey?

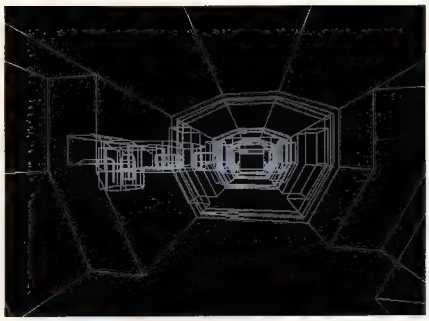
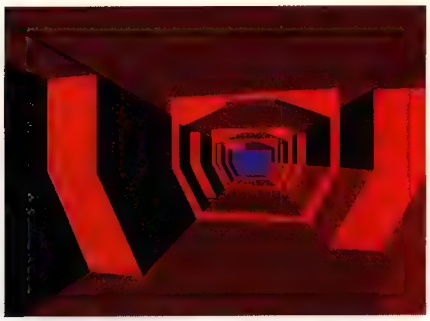
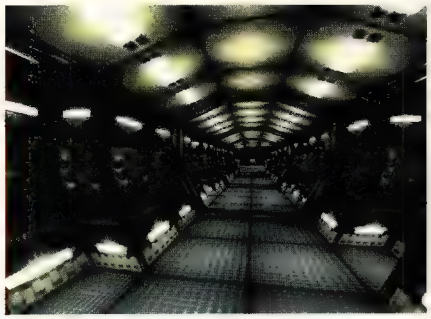
# I Am The Resurrect



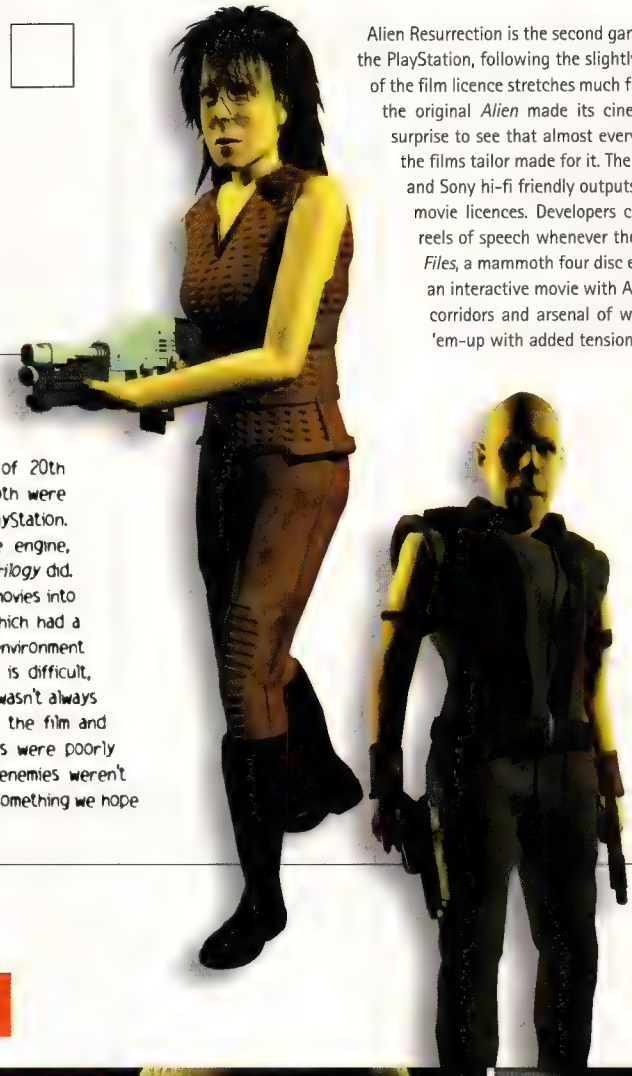




When HR Giger made his bizarre Alien creations, he focused on creating realistic entities which looked so convincing they would become such fearsome creatures that, were they no more than a minuscule face hugger corpse, could strike fear into those with a high regard for their internal organs or a squeamish dislike for the insides of anything. Of course, the artist's designs were perfect for film and the series remains one of most popular in science fiction, spanning the past three decades. In the era of horror games such as *Resident Evil* and *Silent Hill*, however, developers have taken their own lead in structuring fright based titles and Alien Resurrection will have to go some way to assure us that film licenses can still scare.

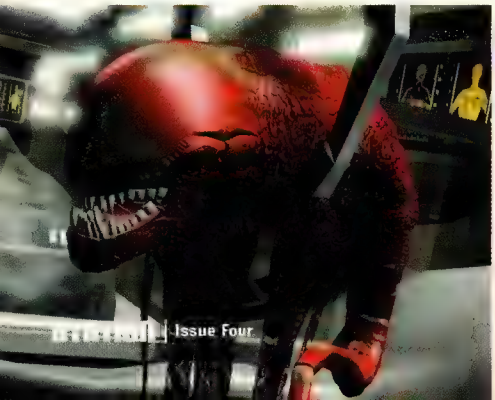
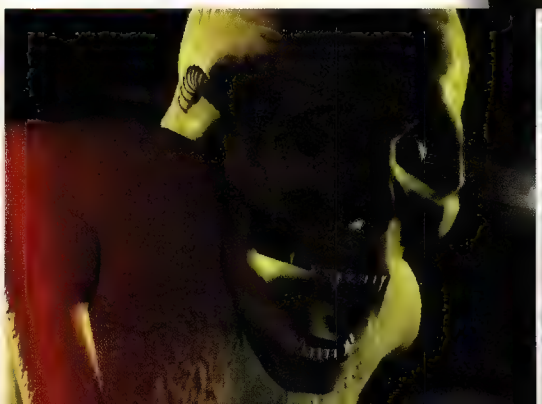
**ABOVE SEQUENCE: The transition from film to game meant that probe took basic wireframe corridor models from the film set and then added lighting and textures.**



Alien Resurrection is the second game based on the movies to appear on the PlayStation, following the slightly dated *Alien Trilogy*, but the history of the film licence stretches much further than that. If you consider that the original *Alien* made its cinematic debut in 1979, then it's no surprise to see that almost every major format has had a version of the films tailor made for it. The PlayStation, equipped with CD drive and Sony hi-fi friendly outputs, has long been the best console for movie licences. Developers can insert renders, film footage and reels of speech whenever they like – just look at the pending *X-Files*, a mammoth four disc extravaganza. Don't, however, expect an interactive movie with Alien Ressurection though – the open corridors and arsenal of weapons suggest instead a 3D shoot 'em-up with added tension.

## ALIEN TRILOGY

Released in 1996, Alien Trilogy was part of a couplet of 20th Century Fox movie licenses with *Die Hard Trilogy*, and both were admirable attempts to bring the feel of the films to the PlayStation. The now Platinum title was based around a *Doom*-style engine, instead of splitting the films into segments as *Die Hard Trilogy* did. The formula worked well and although the ' cram all three movies into one' idea didn't quite come off, it was a sound blaster which had a good atmosphere. Maintaining a feeling of fear in an environment where you run around shooting marines and huge Aliens is difficult, but the dry ice effects and lighting added suspense as it wasn't always possible to see right to the end of a corridor. Fans of the film and harsher critics may point out that the Aliens themselves were poorly realised and the game was more frightening when the enemies weren't around. This was partly due to the excellent soundtrack, something we hope that *Alien Resurrection* can mimic or even improve upon.

*Alien* made its cinematic debut in 1979, so its no surprise to see that almost every major format has had a version of the films tailor made for it.

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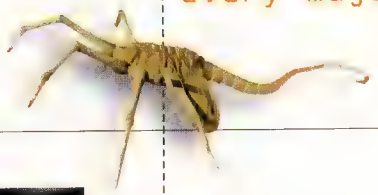
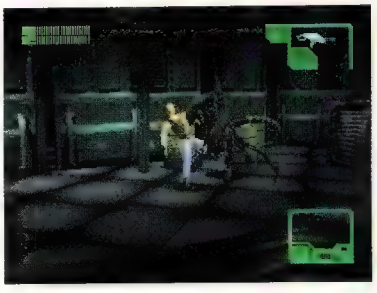
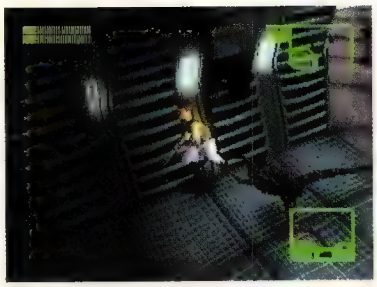
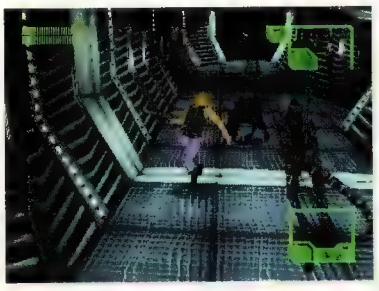
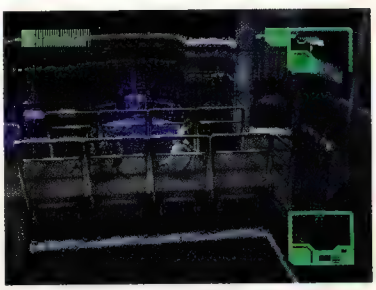


If we were to be completely honest, there hasn't been a bad game based on this series of films; but as is the case with a collection of celluloid epics held in such high regard, no piece of software has truly captured the *Alien* atmosphere lock, stock and two smoking pulse rifle barrels. Probe has a difficult task; it must take into account the spooky heritage of the films, and still pour on the enemies. Accordingly, the action takes place aboard the military ship









# THE FILMS 1979 - 1997

## ALIEN: 1979
### Director: Ridley Scott

Sigourney Weaver stars in her breakthrough role as Ripley, a would be rescuer homing in on a distress signal from a distant planet. The crew end up in a panic driven situation as they discover that a fearsome creature with acidic blood, amazing strength and some sharp teeth wants them dead as soon as possible. *Blade Runner* director Ridley Scott was chosen after wowing Cannes judges with his debut thriller *Deullists*. Prior to this, he spent ten years in British advertising where he honed his talents producing commercials such as the Dvorak accompanied one for Hovis bread. He were a grand filmmaker, as his children won 't say.

## ALIENS: 1986
### Director: James Cameron

Seven years after the original film, the lone survivor Ripley must now lead a team of marines into a mining company colony to find any surviving humans and kill the slobbering beasts that have taken over. The presence of a child adds to the fear factor as do dozens and dozens of Aliens. Internal backstabbing goes on as well, with a financially obsessed company director wanting to bring back samples of the species to his home planet despite Ripley's strong warnings.

This sequel is much more gung ho, due in no small part to *Terminator* director James Cameron at the helm. Cameron's other accolades include *The Abyss*, *True Lies* and more recently *Titanic*. He's very much a redblooded, Cat boot wearing man's man of a director .

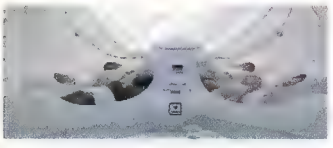
## ALIEN3: 1992
### Director: David Fincher

Things can't get much worse that this as Aliens are loose in a high security prison akin to an advanced Alcatraz. The people are bad and the Aliens are now even worse sporting several sub species including a speedy canine variety. The gothic atmosphere and camera work is impressive but doesn't stop the film being the weakest of all. A disappointment for fans but significant in the fact that Ripley is infected and commits suicide to kill the blighter. The script went through many changes and popular science fiction author William Gibson had input at one point.

## ALIEN RESURRECTION: 1997
### Director: Jean Pierre Jeunet

Sigourney Weaver is joined by the child-like Winona Ryder in a much more desperate and raunchy science fictional quest. PVC suits and the school girlesque Ryder set the scene. The military have started to conduct dubious experiments with Aliens, trying to train them as military machines and even tame them. Towards the end of the film, you see the results of Alien-human hybrids, which are Ripley resurrected via DNA strands. She has a chest burster removed from her but retains super human Alien traits. Cynically it's *Jurassic Park* meets *Aliens* but there are some superb scenes , the underwater sections being particularly tense. The game seems to have taken on board the different life forms to produce some fearsome enemies and, luckily, it's a much more appealing film than *Alien3*.

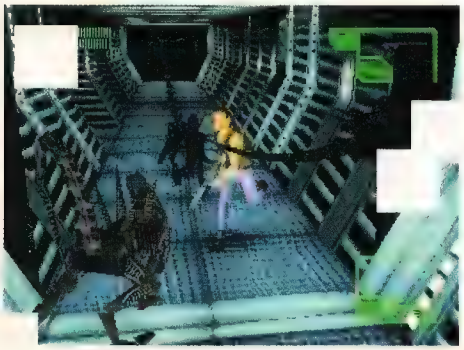
ALIEN

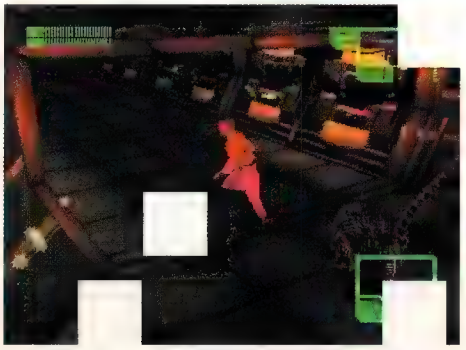


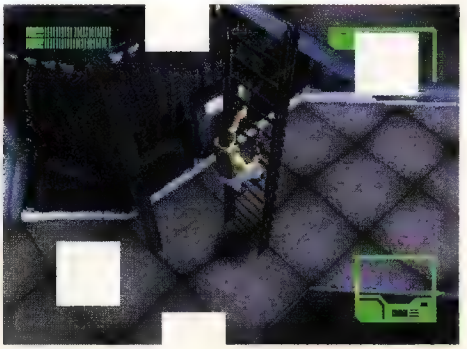
ALIENS

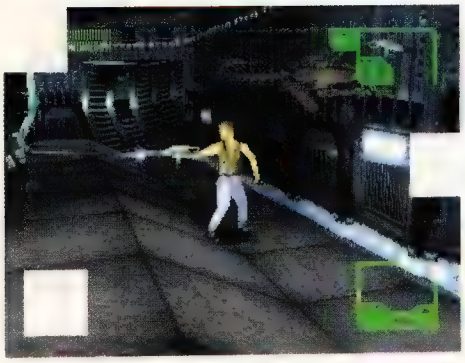
ALIEN3

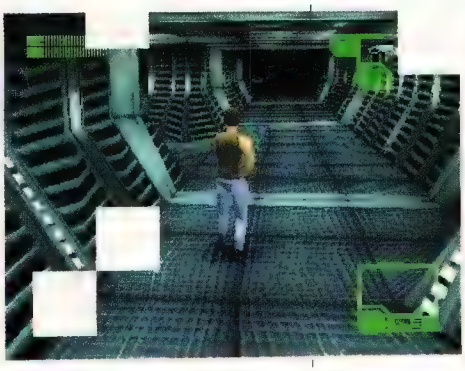
ALIEN RESURRECTION

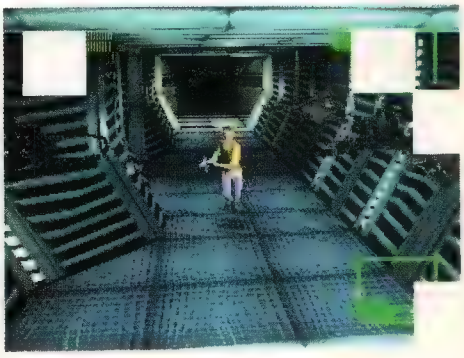












*Auriga*, where suspect scientists have been experimenting and stealing cryogenically stored humans who are in space transit, and implanting them with Alien embryos. The adversaries also include the military – heavily armed marines who add a more conventional slant to the proceedings.

The game has a third person perspective, which removes the possibilities for atmospheric tension afforded by the first person view, as used to good effect in *Duke Nukem* et al. Even the Dukester, though, has moved into the realm of third person in *Duke Nukem: Time To Kill*, apparently to make him a more recognisable character. Ripley is, of course, immediately identifiable as the main heroine, but even if the other characters from the film aren't as visually recognisable, they're still well rendered. Some of the game's conceptual art has been based upon storyboards and production notes directly from 20th Century Fox, and key points of the film have been turned into rendered stills. When Ripley is being reconstructed via DNA, her little biological cocoon is part of the in game FMV.

The corridor heavy action is broken up by exterior scenes with *Babylon 5*-style (shudder) ships flying through explosions and taking part in docking duties. And although the developer hasn't yet let any screens feature the huge, egg producing queen Alien, sketches of at least twenty weapons means that, come spring, you should be well equipped to blast the bitch to oblivion.

## THE VIDEOGAMES 1984 - 1998

### ALIEN: 1984

The most frightening 8-bit computer game ever. Wading through the dual coloured levels in a first person perspective was a novel concept at the time, but all the corridors looked the same and it was easy to lose members of your team as you flicked between characters. If someone was left unattended, it was likely that they would be given a violent snog by the multiply-mouthed beings. Released on both the Sinclair Spectrum and Commodore 64, a lesser version of the game which bore little relation to Activision's classic was released by Electric Dreams for the American market.

### ALIENS: 1990

An arcade only game which never made it into the UK in great numbers but was a superb scrolling shoot 'em-up/beat 'em-up, resembling a science fictional take on Sega's seminal *Golden Axe*. Fans of the films lapped up the egg toasting flame thrower incidents and the movie-esque co-operative mode when two players took part.

### ALIEN$^3$: 1993

The Super Nintendo's *Alien* game was a exploration based shoot 'em-up which clearly followed a defined formula. Essentially a highly polished platformer, the Probe developed title was made at a time when Shiny Entertainment's Dave Perry was working at the firm. Again, a convincing atmosphere was achieved with subtle shading and a marching musical score. It was also one of the biggest games, level wise, on the console.

### ALIEN VS PREDATOR: 1994

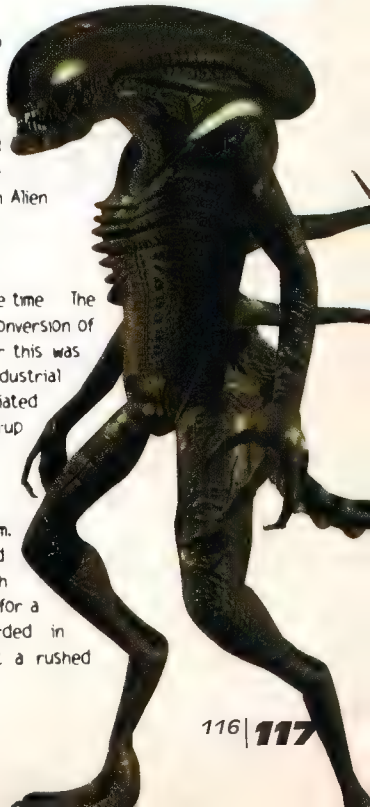
The great hope for Atari's 64bit Jaguar console was the quickly put together precursor to *Alien Trilogy*. Digitised renders of movie materials, such as Alien fungus growing on the walls, were used and photo realism was the main aim for the title. Average at best, Alien Vs Predator based both characters on the unnofficial comic books, but was ultimately a missed opportunity for Atari's machine and the ideal game licence. The Predator and Queen Alien in a scrap who could resist?

### ALIEN TRILOGY: 1996

Probe's second *Alien* game was slick for the time The PlayStation had only recently received a conversion of *Doom*, and before *Exhumed* and *Disruptor* this was great. The gloomy high tech industrial surroundings were most accurately associated with the second film as is the shoot 'em-up basis of the title.

### ALIEN RESURRECTION: 1999

The latest hope, based on the recent film. Should feature a mix of exploration and shooting, like a 3D version of *Alien$^3$*, which Probe also produced. Originally scheduled for a 1998 release, the extra time afforded in development should mean that this isn't a rushed release movie title.



# monitor

**Your monthly handle on the changing face of PlayStation gaming**

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# PlayStation 2 details to spoil Dreamcast launch

**One week prior to Sega's release of their new Dreamcast console,** Sony will release details of it's PlayStation 2 hardware in a tactical spoiler move. Details thought to be confirmed during the week beginning 23rd November are the fact that the console will use DVD technology rather than a CD drive as well as a dedicated 3D processor that delivers close to 10 million polygons per second. Toshiba have confirmed that they will be making part of the machine's chip set, meaning that a public showing of a development system will surface during the Spring Tokyo Game Show '99. Sony have refused to comment on whether the machine will support existing PlayStation titles - the DVD drive can read CDs, and as Sony want to create a gaming platform that would become a standard, it is possible. Sega's Dreamcast has hot production problems as a UK designed chip is failing to be manufactured in Japan at the rate of other components, which means that fewer Dreamcasts will hit the shelves on day one. Guy Pearce of Sony Europe commented 'We welcome Dreamcast to the market as new formats stimulate our business' which suggests an air of confidence within the Sony camp. A Japanese launch is currently thought to be planned for November 1999, but is obviously strongly linked to the sales figures of the Dreamcast.

# Deathtrap Sequel

**A follow up to Eidos' Deathtrap Dungeon** is being worked upon by Ian Livingstone and he's basing the game around the *Citadel of Chaos* adventure book that followed *Deathtrap Dungeon.* Eidos have said that the game will be less *Tomb Raider* based and will incoporate many new RPG sections which should make the game bear more similarity to the novels themselves.

## BETA ZONE

**TITLE: ASTERIX**
**PUBLISHER: INFOGRAMES**
**RELEASE: FEB '99**

The cheeky French comic book series is arriving in platform game form with Asterix and Obelix to the fore on the lookout for some magical brew. Apparently. The 'chuck the skinny Roman' sub game where you hurl humans discus style towards targets looks like being a good laugh and the slightly off kilter world map means that Asterix could be an amusing platform license.

## iNFO STATION

### Namco Newies

Namco have confirmed that *Air Combat 3* and *Smash Court Tennis 2* will be released in 1999. They are currently awaiting UK publishers although it's probable that Sony will release both. *Air Combat 3* looks like a much better title than it's prequel too.

### Rush Raider

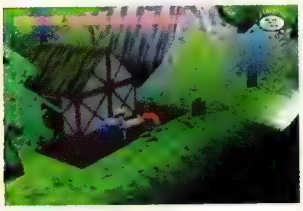
*Tomb Raider* cunningly slipped into stores on 20th November instead of it's proposed date of 27th. Hilariously all the games released on that date had been pushed forward by a week to avoid the huge presence of Lara and maximise sales for their own titles. Bad luck fellas.

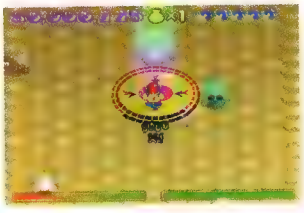
### Chrono Trigger sequel

Square have let slip that a follow up to the SNES RPG *Chrono Trigger* is being worked on. The developer is unwilling to comment on whether it will be made for the PlayStation or PlayStation 2, but means a continuing relationship with Sony.

# Programmed Sheep and Blitter Boys

**The winner of the Game Developer UK '98,** Chris Chadwick, scooped £6000 for his arcade style shoot 'em-up, *Blitter Boy*, developed the game on Sony's home programming Net Yaroze system. The game was on show at the recent ECTS and the award is a significant boost to Sony's development credibility in a PC dominated domain. Chris worked on *Blitter Boy* for 12 months and progressed to the PlayStation from a Sinclair Z80. The competition had over 150 entries, mainly, but not exclusively, PC based. Runners up included two other Net Yaroze users: Robert Swan with his untitled RPG game and Nick Slaven with a bizarre sheepdog sim called *Come Baa*. Recreational pharmaceuticals have a lot to answer for we reckon. The Net Yaroze system has now plummeted from it's original £500 price tag to £229. You still need to buy a decent PC to start making the games though, which is around another £700. If you have a Yaroze game you'd like to show us, feel free to send us an example and if we're sufficiently impressed we'll highlight the best examples.





## Sweet Nothings

**This month's nuggets from the world of PR speak:**

"Sexy Playboy Playmate and Baywatch Beauty Marcilee Andrada to star in *Gex 3*. "We searched long and hard for talent to add creative value to this title"

SCOT STEINBERG – CRYSTAL DYNAMICS

"Your eyes and ears will be filled with the awesome power of Thunder... Thunder is where only the big boys play"

WCW/NWO THUNDER – THQ.

"Looking for an undiscovered player or a potential young star is real fun"

PLAYER MANAGER 98-99 – OCEAN/INFOGRAMES

"I work for the Health and Safety Laboratory... My idea for Come Baa came about while I was watching the TV programme 'One man and his dog' with friends."

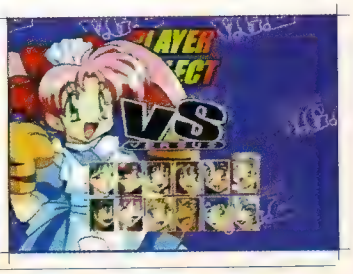
NICK SLAVEN – COME BAA. NET YAROZE SHEEPDOG SIM

### TITLE: BEATMANIA
### PUBLISHER: KONAMI
### RELEASE: TBC

On the trail of *Music* and *Fluid* comes Konami's musical sim which focuses on the DJ aspects of music creation using musical score bars to make tunes and then mix them. Peripheral manufacturer ASCii have also collaborated with Konami to create the most wacky PlayStation peripheral ever – a Technics style plastic DJ deck for scratch duties. A UK release hasn't been confirmed but all potential PlayStation b-boys should keep their ears to the ground.

### TITLE: VARIABLE GEAR 2
### PUBLISHER: DEAZON
### RELEASE: TBC

The flood of beat 'em-ups in Japan hasn't stopped this odd hybrid of 2D beat 'em-up and Anime adventure arriving on the scene with a mass collection of *Dead or Alive* style ladies. Yep, more nubile pastel coloured scantily clad women duel to the death. Looking very much like it comes from the *Street Fighter* cloning centre, we are never the less curious about this kinky beat 'em-up – especially with a title like that. Ahem.



## iNFO STATION

### Metal Gear Solid UK release

Konami have finally announced that *Metal Gear Solid* will be available in the UK from February. The delay over the November US release was apparently the game's translation difficulty – the text needs to be converted into numerous European languages for the PAL version and has been blamed for the delays.

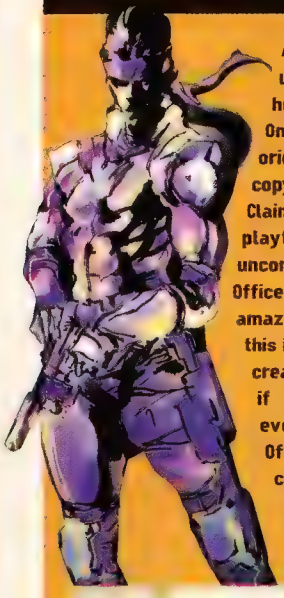
### Renault Rage Racer

Renault's new car that has just gone into production has caused a rift between the car giant and Namco due to the car being termed 'R4', the Japanese name for *Ridge Racer 4*. The game will be released in Europe under the name of *Ridge Racer 4* to avoid further problems with the French car manufacturer.

### Virgin Lara on the cheap

Virgin have come up with a Christmas bundle which lets you buy the PlayStation with *Tomb Raider III* and two Dual Shock pads plus one other game such as *Tekken 3* or *Gran Turismo* for £149.99. By our mental calculator that means a saving of around £45. Bargain! You've probably bought one as a Chrimbo present already!

# PLAYGROUND PIRATES



**A Welsh school has been the target of a undercover piracy sting operation with hundereds of counterfeit games siezed. One person would supply the pupils with original discs, and friends would then copy and trade pirate CDs during breaktimes. Claims that games were also gambled at playtime over games of conkers were unconfirmed, but Principle Trading Standards Officer John Hillier commented "We were amazed to find that those responsible for this illegal copying were so young. They had created quite a sophisticated operation but if they don't learn a lesson, they and everyone else will face prosecution". Officers allegedly later suggested that the children go to bed without any tea and write 100 lines each reading 'I will not copy *Metal Gear Solid* and I am a bad boy for doing so.'**

# Tomb Tees and Raider Watches

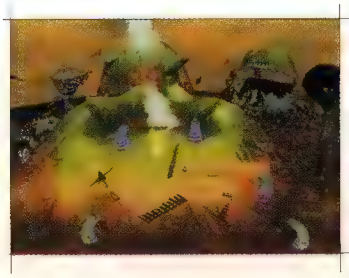
**A new range of clothing made by Animal** to promote Lara Croft has gone on sale through mail order channels. The brand, dubbed Lara©, encompasses everything from rave style bomber jackets for £69.99 to tee shirts and some dodgy looking fleeces. How many blokes will want to wear garments with a woman's name on their chest isn't clear. Hot on the heels of this brand is the *Tomb Raider* Marks and Spencers selection which features an even classier mix of pyjamas and novelty Christmas gifts. So, as well as having *Tomb Raider III* in your stocking you can go to sleep with Lara on your chest too.

### TITLE: GLOVER
### PUBLISHER: HASBRO INTERACTIVE
### RELEASE: SPRING

Fresh from it's good reception on the N64, the novel game *Glover* is being converted to the PlayStation. You control a white glove in a 3D platform puzzle scenario which even though it looks quite kiddy, is an original concept that has been developed in the UK by Interactive studios. The different worlds are decorated in Mario style colours and *Glover* does look like it might finally give characters like Gex and Crash Bandicoot a original kick up the arse.

### TITLE: POPULOUS: THE BEGININNG
### PUBLISHER: EA
### RELEASE: SPRING

The Amiga classic is now coming to the PlayStation in it's third incarnation, the first not to have original creator Peter Molyneux in a lead role. *Populous: The Beginning* will continue to be a game where you are effectively God, controlling all sorts of elements and causing havoc – if you wish – on the villagers that inhabit each location. The 3D engine has been optimised especially for the PlayStation.



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## iNFO STATION

### THQ Lose wrestlers

THQ, responsible for most of the wrestling games, are set to release their last game on the WCW licence contract now that EA have snapped it up. The company will be relying on *Rugrats* and the impressive 3D beat 'em-up *Shao Lin* to continue it's release schedule. We will have reviews of both next issue, minus their sweaty men.

### Psygnosis Offspring

The troubled publisher has recently had six key employees leg it and set up their own company. Curly Monsters, as the chaps are curiously known, had roles in two classic Psygnosis games, *Colony Wars* and *WipeOut*. Their new PlayStation game is due to be signed , and details of the top secret project will be released then.

### Medievil Cracked

The first Sony game to have a software driven anti-piracy measure, *Medievil*, has been successfully hacked by German pirates only weeks after its release. This comes as a major blow to Sony who have taken big steps to prevent criminals from producing home grown gold discs.

## TEKKEN YOU THROUGH THE MOTION (PICTURE)

**The anime version of *Tekken* entitled Tekken: The Motion Picture has now made it to the UK in dubbed form so the plot might just about make sense. The story revolves around Heihachi and his son Kazuya who, as die hard fans may know, Heihachi abandoned. With as many family fuelled rows and fights as the Gallagher brothers, the promise of sibling punch ups as well as death and cataclysmic destruction is very exciting. The film features most of the *Tekken* cast past and present with a nubile Jin leading the female procession. The dramatic nature of the fisticuffs has, of course, earnt the title a 15 certificate.**

# Ridge Racer 4 goes off on 1

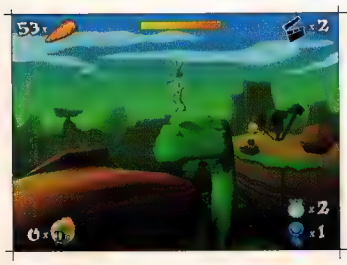
**Ridge Racer 4 has just been released in Japan,** if you've picked this issue up during it's first week on sale. As Namco hinted in 1996, they have also produced a high res version of the original *Ridge Racer* but instead of re releasing it, bundled it with the new release. As you can see from the screenshots, the graphical enhancements are mostly concerned with higher resolution and it acts as a PlayStation benchmark to show how far the hardware can be pushed with this update of the first ever PlayStation release. The bonus disc includes demos of forthcoming Namco games and a gallery of current products. The odd analogue controller made by Namco for the game, a follow up to the NegCon called the JogCon, is bundled with the title. It features a strange circular device which, in truth, looks far too much like Nintendo's Virtual Boy pad. The JogCon should provide excitement for Namco devotees or control freaks. *Ridge Racer 4* is also PocketStation compatable – players can swap cars via the infra red beam of the dinky unit.

### TITLE: BUGS BUNNY: LOST IN TIME
### PUBLISHER: OCEAN/INFOGRAMES
### RELEASE: MARCH '99

Bugs and 11 of his mates are features in this 3D Platformer along the lines of *Gex*. The game features voiceovers from the original Looney Tunes cast and the plot revolves around our favourite rabbit getting lost in a time machine. Needless to say, the game is aimed firmly at the younger PlayStation owner, or eager Bugs Bunny fans who aren't content with their duvets and novelty kitchen toys. Elmer Fudd and co will be running about on your machine in March.

### TITLE: PLAYER MANAGER 98–99
### PUBLISHER: OCEAN/INFOGRAMES
### RELEASE: APRIL '99

Not to be confused with Gremlin *Premier Manager* series, *Player Manager 98-99* has over 7000 players to choose from and around 40 main variables in the game, producing a more in depth simulation. The player can assign roles to each player as well, famous strikers don't have to play as strikers and the real time match replays allow you to switch camera angles, meaning that fans of Gremlin's game should be chomping at the bit to play a finished version.



### PlayStation 2000

Sony have copyrighted the internet site names 'PlayStation 2000' and 'PlayStation 2' fuelling rumours that the PlayStation 2 will have an internal modem for email and network games like Sega's forthcoming Dreamcast. The success of the Dreamcast's modem features will presumably influence Sony a great deal.

### Later with Jules

Judge Jules has been pulled in to help promote Codemasters' *Music*. DJ Jules will be showing his face at promotional events and a *Music* club tour. He is also using *Music* to produce his own track and may release a CD of his creations in 1999. No doubt it will be a better version than Cold Storage's efforts with *Music*.

### Acclaim drop blood

Acclaim have decided to drop the Iguana developed title *Bloodshot* which was a 3rd person balster. Apparently Acclaim didn't think the title could compete with the likes of *Quake II* and *Duke Nukem* despite having previously made the recent N64 hit *Turok 2* which has set a new benchmark for the machine.

## TECH BITS

### BARRACUDA 2

**PRODUCED BY: InterAct**
**PRICE: £24.99**
**RATING: Average**

The Barracuda 2 is a rumbling update of the pad to compete with Sony's Dual Shock pad. A sturdy, weighty piece of plastic which performs well but it's chunky Vanessa Feltz D-Pad lets it down.

### LARA MEMORY CARD

**PRODUCED BY: InterAct**
**PRICE: £25 import**
**RATING: Spanking**

Keen on the cash in potential of Lara merchendise, InterAct have produced a limited number of Lara dolls which are actually memory cards that you stick into the PlayStation. Available only on import at the moment, we're sure your little brother would love a bit of it.

### VISION PAD

**PRODUCED BY: InterAct**
**PRICE: £14.99**
**RATING: Infantile**

A standard joypad with humorous Fisher Price decals, a suspended D-Pad and a transparent case. Nice looking but far too finicky for it's own good. It looks like it should light up and play a nursery rhyme...

### COMPRESSOR

**PRODUCED BY: NuGen**
**PRICE: £14.99**
**RATING: Anoraks only**

Plug your memory card into this £15 device and quadruple it's storage capacity with some dodgy compression techniques. Bound to cause headaches when *Gran Turismo* times are lost and will leave you insane if the cheeky beggar buggers up your *Final Fantasy VII* saves...

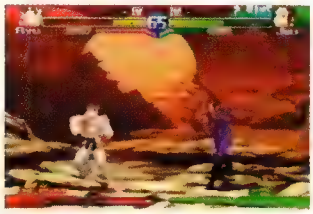
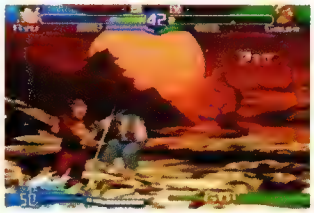
### GAMEKIT GAME RACK

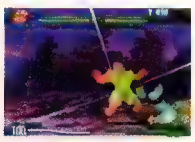
**PRODUCED BY: Lift UK**
**PRICE: £9.99**
**RATING: Practical**

This handy little device holds ten PlayStation games, protecting them from lager, tea and any potentially dangerous spillages that may harm you game cases. A bit pricey, but hey, they can be linked together!

# Street Fighter in your PocketStation

**Street Fighter Alpha 3 will be PocketStation compatible** – after you've trained your fighter and given him or her a selection of special moves they can then be saved to the PocketStation. The clever feature of this is that when you play against a human character and have two PocketStations handy, you can steal your opponents moves by beating them. The infra red beam then transfers the moves mid battle to the opposing PocketStation. Bound to cause scraps between mates when they gamble and lose hours of hard earned effort.

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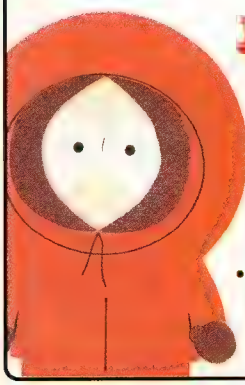
ASCII

# PHAT AND DIM!

**In the world of jubilant days and shite winter evenings, this is what we considered good and bad during production of issue 4 of the most feared mag on the shelves.**

## PHAT

- Booze from Activision. Cheers James!
- *Colin McRae Rally* – still bloody good.
- Lara's new 'crouch' command – go down on dino's and the butler.
- Susie Hamilton – Core's PR exec unknownly revealed her black skimpy lace g-string as she bent over to reset the PlayStation in our games room. (Sorry Susie, but all ten of us did witness this wondrous event, and conversations about this revelation continued throughout the day – and with some people, into the night).
- Oasis B sides – We are the eggmen, goob goob gjoob.
- Paul and Adam arriving on the mag. Hello Adam and Chris er, Paul!
- Baby Jesus's Birthday – he died for something.
- Selling shedloads of mags.



## DIM

- *F1 '98* - The Platinum version is twice as good.
- *Buggy* – Dire, unescapable cack that makes us cry.
- Mad blonde women – Mess us around, make us cry. Arse.
- Micheal Owen sponsorship – 'Welcome to *World League Soccer*. Have Fun!'
- Noel Edmonds turning on our Exeter Christmas lights. Twat.
- Aunty Darren's relationship rumour mill.

# GAMEKIT COMPO
## WIN 250 GAME RACKS!

**Lift UK, makers of the Gamekit game rack are kindly giving you the chance to win one of two hundred and fifty of their Gamekits, available in shops such as Virgin, Our Price and Blockbuster right about now for the sum of £999. To stand a chance of winning one of these handy racks which can hold ten standard size PlayStation games just answer the following question and send your entries to I've got Ten', Lift UK LTD, Triangle Business Park, Wendover Rd, Stoke Mandeville, Bucks, HP2Z 5BC**

**Q. How many games can the Gamekit hold ?**

# Final Fantasy– The Movie

**Square have started to produce their own Final Fantasy movie** based around the characters from a selection of *Final Fantasy* games and taking place on earth roundabout 2065. *Toy Story* style CGI visuals will be used to portray the whole world. It's going to be very important for Square and the Japanese animation industry as a whole because it will actually simulate human characters rather than Buzz Lightyear-style cartoon characters. Actors will only be used for the voices. Production of the film is taking palce at Square's Honolulu Studios and we'll bring you the first pics of the film as soon as possible.

# Help, I need some money

**Independence Day, Actua Soccer:Club Edition, Overboard and Firestorm: Thunderhawk 2** have been released as a charity compilation called *Help* for the bargain price of £39.99. The publishers involved have donated their games for young peoples charities such as Child Line and The Prince's Trust. Only 75,000 copies are going on sale so you better buy it quick if you want the cheapest PlayStation game pack ever folks.

# Yo,yo my man JVC

**Yo Yo's Park, the latest Japanese oddity** is to be released for the PlayStation by JVC in Spring 1999. The two player fun fest has apparently gone down a storm in Japan with it's central Bub and Bob (of Bubble Bobble fame) style characters bouncing all over the place. The platforming levels revolve around bombs, yo yo's and party poppers we understand. For plain weirdness, this looks like beating JVCs bizarre former release *You Can't Stop Mr Domino*. Next issue we'll have a clearer look at this '*Bubble Bobble* meets *Bomberman*' collection of strangeness.

EYE CANDY

# Motion Blur

**Fans of *Tekken* will be overjoyed** at the prospect of A.D Vision's recently released Tekken: The Motion Picture starring a somewhat unfamiliar Nina, pictured here, Jin and Anna who make up the fighting babe contingent. Noteworthy fight scenes with dinosaurs and hard men make up the basis of this tale of Heihachi's history and celluloid addled pervs will probably be aroused by the scene of Jun in the shower...

# Inside

**The more serious face of the PlayStation marketplace...**

**Inside Index:** [page 126] EA buy rights to Euro 2000 – PlayStation Piracy [page 127] CoolBoarders 3 hits Shops early – Sony price reductions – Duke Delay – Interplay reduce staff – Core win awards

# Electronic Arts Football Buy Out

**Continuing their campaign of total world football sim domination, Electronic Arts signs up for the future with a World Cup Trilogy and Fifa for the millenium, but also expand their catalogue of licences in Europe.**

Software giants Electronic Arts, makers of the *Fifa Soccer* series, have bought the rights to Euro 2000 and renewed the Fifa licence for another eight years. In addition to this, EA will also produce the next two World Cup spin off games, which means that the company will have a *World Cup* trilogy after the original release this year. The German Bundesliga has also sold production rights to EA. Amazingly, EA plans to release three football titles every year and believe that it will be able to take, and sustain, an 80% share of the market.

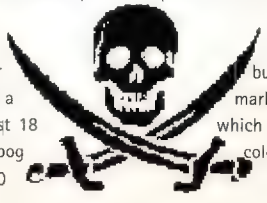
There will still be marked differences between the *World Cup* and *Fifa* games, largely as the latter remains in the hands of EA Canada, creators of the original *Fifa* on the Sega Mega Drive in 1993. The *World Cup* games, on the other hand, will be developed in the UK, with predominantly English programmers and artists working on the title. This news follows the recent release of the Michael Owen endorsed *World League Soccer*, and similar relationship between Alan Shearer and *Actua Soccer 3*. *Premier Manager '99* has drafted in Kevin Keegan as a figurehead and mascot.

Critics who maintain that the Fifa licence means nothing and that it's individual football players who make the marketing impression, may well find themselves silenced. The whole football market is open to official licence acquisitions from the FA, Fifa, Euro 2000, World Cup and foreign leagues, that it's not surprising some publishers have decided to side with a recognisable face in amongst all the acronyms.

# Charity Needed to Fight Pirates

**The European body responsible for combating software theft has appealed to retailers and publishers for hand-outs to help in their never ending war on those making a cheap buck at others' expense.**

ELSPA, the European leisure software body which gives games voluntary ratings and deals with computer crime, has asked publishers and retailers to donate £200 000 to their anti-piracy crime unit. At this time of the year it's estimated that for every game sold, a further four pirated versions are purchased or passed between friends. Usually a topic associated with PC's, PlayStation piracy has been rife over the last 18 months due to the plummeting cost of CD writers for home computers. A bog standard CD Writer costs around £200 and CD's are currently around 80 pence. Pirates can prosper selling games for as little as £5. This year's piracy crackdown by ELSPA was partly funded by Sony themselves, showing that the Japanese giant realises the scale of the problem, but it continues to deny that the late UK launch of *Tekken 3* left the market open for pirates. The rise of PAL Boosters – a cheap £15 device which allows the use of chipped PlayStations to play imported games in colour on all TV's – is bound to aid the piracy onslaught too. STATION welcomes any correspondence and opinion on the subject.



# Coolboarders 3 Rush Release

Sony speed up release of their Snowboarding title in an attempt to steal some of the sporting kudos from the might of the N64 and 1080°, whilst shielding their own Lara release at the same time.

Sony's third installment of the popular *Cool Boarders* series went on sale a week earlier than expected due to fears that Nintendo's *1080° Snowboarding* will persuade snowboard fans to buy an N64 rather than a PlayStation. Sony were also anxious that release a week later would have meant going on the shelves at the same time as *Tomb Raider III*. The game is expected to appeal to fans of the sport, and Sony have geared their ad campaign at style magazines such as The Face.

COOLBOARDERS 3

1080° SNOWBOARDING

# Sony Cut Price Points

Never again will your wallet smart quite so much from indulging in your favourite hobby as Sony pledge lower prices in the new year. After, of course, TRIII.

Following the reduction in price of all major peripherals, Sony have pledged never to release a game at £44.99, mainly because Nintendo's major Christmas hopes, such as *Turok 2* by Acclaim, are £39.99. *Tekken 3* is the final premium priced game that Sony will release and a £34.99 price tag looks likely for the majority of new releases hereafter.

# Interplay Downsizes After Losses

Mistiming helps publishing giant fail to live up to expectations as staff are released in both the US and UK.

Interplay, publishers of Shiny Entertainment games such as *Wild 9* and *Earthworm Jim 3D*, have cut staff from both it's American branch and UK offices. The company's high expectations for *Wild 9* were dashed when the game failed to perform sales wise. *Messiah* and the new *Earthworm Jim 3D* developed by VIS were both expected to arrive this year but have slipped into 1999, missing the vital Christmas sales period and contributing to the estimated £10 million losses incurred during the third quarter of this year.

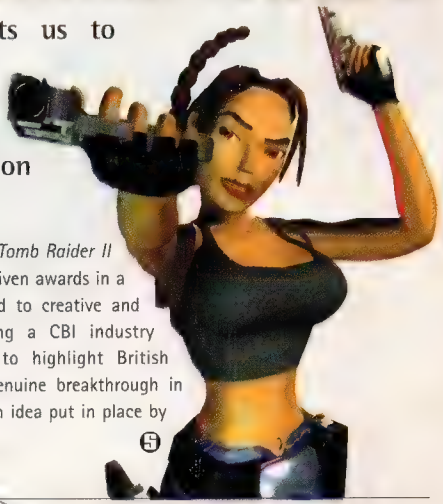
# GT Interactive Losses Through Duke Delay

Hopes are high for GT come the end of the year, despite their recording less than impressive profits for Q2 '98. Will Abe delight where Duke failed?

*Duke Nukem: Time To Kill*'s delay has meant that GT Interactive have recorded rather uninspiring profits for the second quarter of 1998. Last year, the company's profit in that period stood at $8.5 Million and this year the same figure is $1.4 Million. *Duke Nukem: Time To Kill* was intended to be released during September but slipped until late October. It's thought that a strong Christmas line up headed up by *Abe's Exoddus*, which gained a Triple A Award in issue 2, should result in an end of year high.

# Core Win Millennium Award

Tony Blair wants us to welcome the new millenium by rewarding Eidos for invention with Lara.



*Tomb Raider* and *Tomb Raider II* have both been given awards in a ceremony devoted to creative and innovative products during a CBI industry conference. The idea is to highlight British products which show a genuine breakthrough in originality and concept - an idea put in place by Prime Minister Tony Blair.

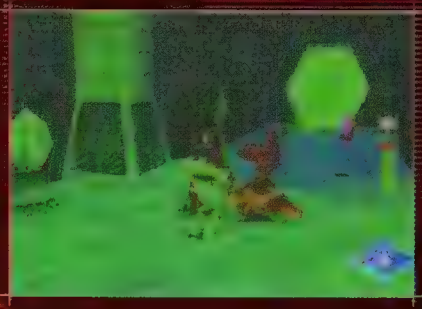
# Taking Control

## AKUJI THE HEARTLESS

This is by no means a tricky game to control, but you will need to familiarise yourself with the camera angles, and get used to resetting the camera angle to behind your head so that you can see what's coming at you. It only takes a couple of minutes to get used to though.

### CONTROLS

- ↑ Forward
- ↓ Back
- ← Turn left
- → Turn right
- ○ Attack
- ✕ Jump
- □ Use Spell
- L1 Rotate Camera Left
- R1 Rotate Camera Right
- L2 Crouch
- R2 Reset camera behind your position







## FORMULA ONE '98

Nothing spectacularly different here from most other racing games, the only tip would be that you definitely do need to brake at corners, if you don't you'll fly off and hit a wall. Which is good fun, but not the motive behind the game.

### CONTROLS

- ✕ Select
- ○ Cancel
- ← → Choose Car
- ↑ ↓ Choose Driver
- □ Accelerate
- ✕ Reverse
- ○ Brake
- L1 Lower Camera View
- R1 Raise Camera View

**Another STATION demo disk packed with the kind of delights you only used to get from your local sweetshop. Just so you don't get too lost in all the excitement, here's a run down on all the controls you'll need to get the maximum enjoyment from the demos.**

# THE UNHOLY WAR

If you're flying the ship, when playing as KillCycle, don't overdo the controls or you'll lose it big time. The rest is pretty straight forward stuff.

## CONTROLS

- ← Move Left
- → Move Right
- ↑ Move Up
- ↓ Move Down
- ⊗ Jump
- △ ○ & □ Attacks and Power (these require energy and do different things for different characters)

# MUSIC

There's no doubting that this might seem a daunting set of controls to get used to. But in reality, things couldn't get much simpler, unless someone invented a device to read your thoughts and translate them into joypad movement. Just have a general mess around and then everything will become as clear as crystal.

## CONTROLS

- ←, →, ↑ & ↓ Move around the menus
- ←, →, ↑ & ↓ Move around in Riff Library
- L2 Riff Library
- L1 Toggle music/video
- R1 Riff Editor
- R2 Toggle Full Screen
- ○ Add Riff/Audition
- □ Delete Riff
- △ Go Back
- START Play Song
- SELECT Edit Mode
- START & SELECT Main Menu

# TOCA 2

Again, we're talking standard racing game controls, the only difference is the very subtle steering. Too much or too little, depending on the conditions, can prove equally drastic in your bid to win the race.

## CONTROLS

- ← Steer Left
- → Steer Right
- ↓ Rear View
- ⊗ Accelerate
- □ Brake
- △ Change View
- START Pause

# CHARTS AND PRICE WATCH

**Here's your essential guide to this month's movers and shakers in the PlayStation market. And don't forget, if you can hold on to a few extra pennies using our monthly Price Watch section, you just might be be able to treat yourself to that extra game you wanted!**

| CHART TRACK | |
|---|---|
| 1. SPYRO THE DRAGON | Sony |
| 2. TOCA TOURING CARS (PLAT.) | Codemasters |
| 3. TENCHU | Activision |
| 4. FORMULA 1 '98 | Psygnosis |
| 5. CRASH BANDICOOT (PLAT.) | Sony |
| 6. TEKKEN 3 | Namco/Sony |
| 7. SMALL SOLDIERS | EA/THQ |
| 8. V-RALLY(PLAT.) | Infogrames |
| 9. TOMB RAIDER (PLAT.) | Eidos |
| 10. TOMB RAIDER II | Eidos |

| BLOCKBUSTER RENTAL | |
|---|---|
| 1. TOMB RAIDER III | Eidos |
| 2. FIFA '99 | EA |
| 3. TOCA 2 | Codemasters |
| 4. TENCHU | Activision |
| 5. GTA | Take 2 |
| 6. ABE'S EXODDUS | GT Interactive |
| 7. RESIDENT EVIL (PLAT.) | Virgin |
| 8. COMMAND & CONQUER | Virgin |
| 9. SPYRO THE DRAGON | Sony |
| 10. LEMMINGS | Psygnosis |

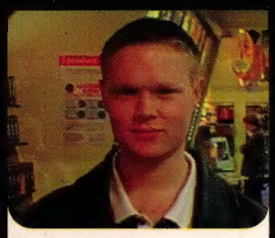
| INDEPENDENT | |
|---|---|
| 1. TOMB RAIDER III | Eidos |
| 2. FIFA '99 | EA |
| 3. TEKKEN 3 | Namco/Sony |
| 4. GRAN TURISMO | Sony |
| 5. O.D.T | Psygnosis |
| 6. TENCHU | Activision |
| 7. GTA (PLAT.) | Take 2 |
| 8. MEDIEVIL | Sony |
| 9. MOTO RACER 2 | EA |
| 10. CROC (PLAT.) | Fox/EA |

| GAME | |
|---|---|
| 1. TOMB RAIDER III | Eidos |
| 2. FIFA '99 | EA |
| 3. COOLBOARDERS 3 | Sony |
| 4. MUSIC | Codemasters |
| 5. SPYRO THE DRAGON | Sony |
| 6. APOCALYPSE | Activision |
| 7. FORMULA 1 '98 | Psygnosis |
| 8. TEKKEN 3 | Namco/Sony |
| 9. TENCHU | Activision |
| 10. MICHAEL OWEN'S WLS '99 | Eidos |

| PRICE WATCH | INDEPENDENT | GAMEPLAY MAIL ORDER | HMV | TOY 'R' US |
|---|---|---|---|---|
| SPYRO – Sony | £29.99 | £34.99 | £39.99 | £39.97 |
| TOCA – Codemasters | £19.99 | £17.99 | £19.99 | £19.97 |
| TENCHU – Sony | £39.99 | £31.99 | £39.99 | £N/A |
| FORMULA 1 '98 – Psygnosis | £44.99 | £35.99 | £4499 | £44.97 |
| CRASH BANDICOOT – Sony | £19.99 | £18.99 | £19.99 | £19.97 |

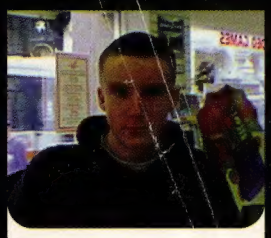
## CONSUMER WATCH

Every month we go out onto the high street to talk to the country's gamesplayers about their PlayStations and take a look at what they are buying now and find out which games they will be tracking down over the next few months.

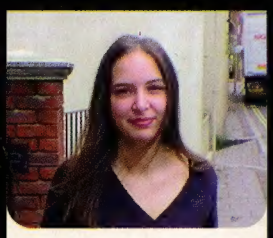


NAME: George
AGE: 19
OCCUPATION: Student
YOUR PURCHASE: *Tenchu*
BUYING NEXT: *Tomb Raider III*
MOST WANTED: *FFVIII*
BEST PSX TITLE YET: *FFVII*
WORST PSX TITLE: *Hard Core 4X4*

NAME: Derek
AGE: 19
OCCUPATION: Student
YOUR PURCHASE: *Tomb Raider III*
BUYING NEXT: *Cool Boaders 3*
MOST WANTED: *Metal Gear Solid*
BEST PSX TITLE YET: *FFVII*
WORST PSX TITLE: *Discworld*



NAME: Tim
AGE: 17
OCCUPATION: Student
YOUR PURCHASE: *Tomb Raider III*
BUYING NEXT: *Tenchu*
MOST WANTED: *Time Crisis 2*
BEST PSX TITLE YET: *Resident Evil 2*
WORST PSX TITLE: *Coolboarders*



NAME: Maureen
AGE: 25
OCCUPATION: Adult Entertainer
YOUR PURCHASE: *Tomb Raider III*
BUYING NEXT: *TOCA 2*
MOST WANTED: *Medievil*
BEST PSX TITLE YET: *Hard Core 4X4*
WORST PSX TITLE: *Psybadek*

NAME: Becky
AGE: 24
OCCUPATION: Nurse
YOUR PURCHASE: *Theme Hospital*
BUYING NEXT: *Tomb Raider III*
MOST WANTED: *Crash Bandicoot 3*
BEST PSX TITLE YET: *Resident Evil 2*
WORST PSX TITLE: *Formula 1 '98*

DISCLAIMER: PLEASE NOTE THAT ALL CHART PLACINGS AND PRICES FEATURED ON THIS PAGE WERE CORRECT AT THE TIME OF GOING TO PRESS.

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